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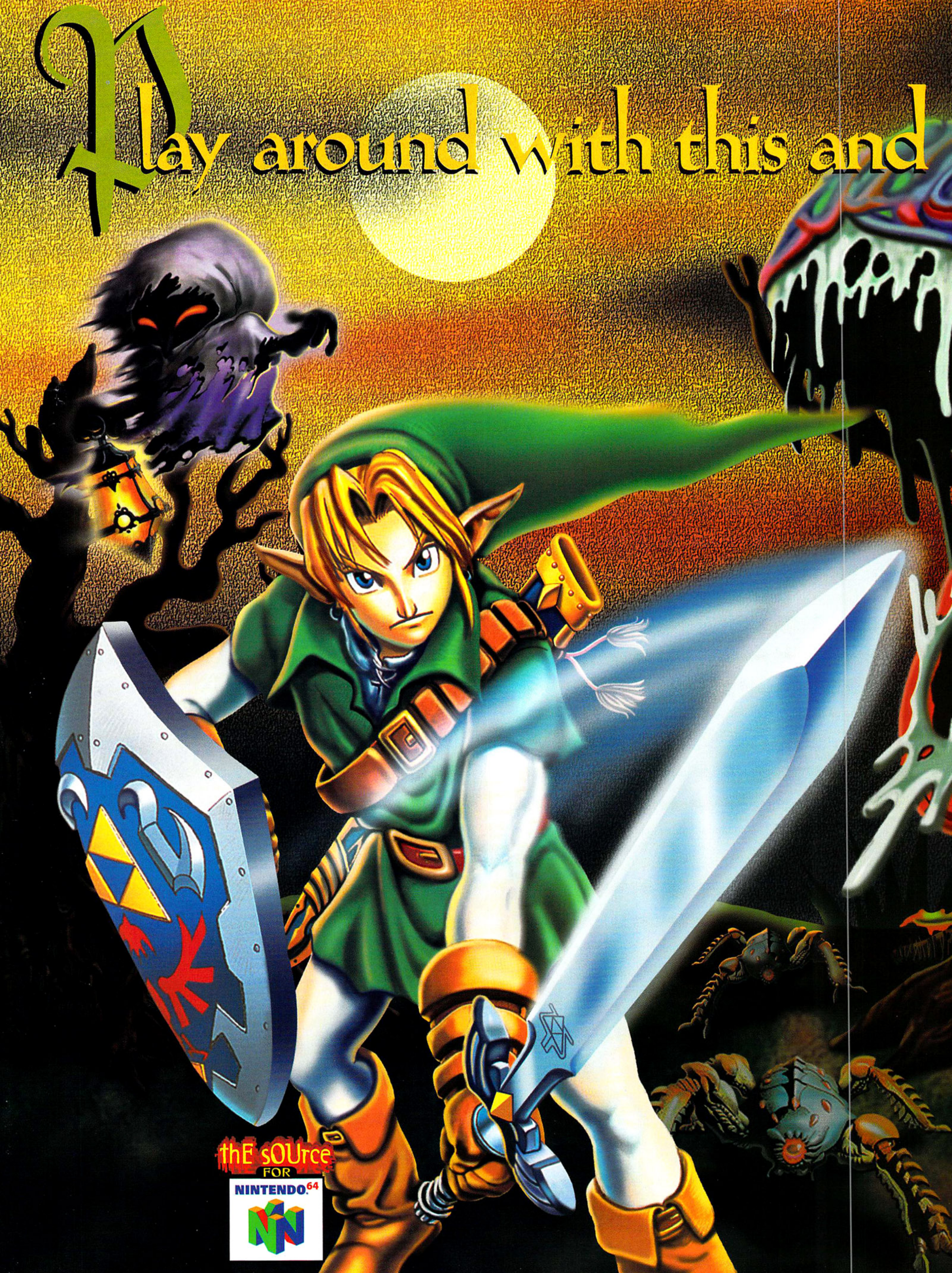
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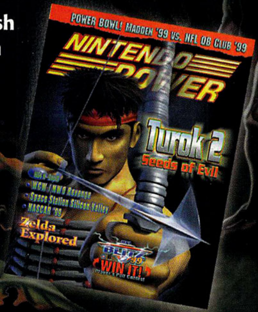
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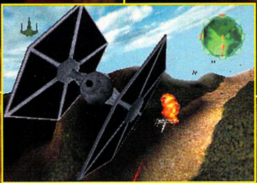

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PART 2 THE LEGEND OF ZELDA OCARINA OF TIME

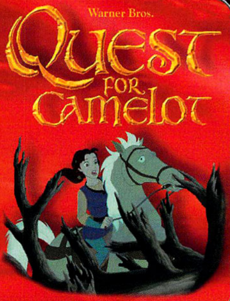
PAGE 28

You braved Jabu-Jabu's Belly, but can you beat the heat and survive the blazing Fire Temple? Link may have emerged from the Temple of Time a man, but he still needs your guidance to free Saria and defeat Ganondorf, so brandish your sword and save the kingdom.

QUEST FOR CAMELOT

PAGE 102

You saw Quest for Camelot on the big screen in full color. But does that mean you can only enjoy it at home in black and white? No! Only with Excalibur can you free the realm from the dark knight, and only with Game Boy Color can you see Camelot the way it was meant to be seen.



GAME BOY COLOR STARTING LINEUP

Area 1 : Forest
POWER
GAME BOY COLOR

PAGE 116

Game Boy evolution or gaming revolution? Either way, the gray world of on-the-go gaming is getting a paint job, courtesy of Game Boy Color. From Link's Awakening to Turok 2, you'll hardly believe that this much fun can fit in your hand.

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POKéMON POWER

PLAYER'S PULSE

So are you even halfway through Zelda yet? The Legend of Zelda: Ocarina of Time is a huge game with huge hype and huge expectations. Is the game everything you hoped for or not? What features of the game do you like and dislike? Drop us a line to let us know.

One Fish, Two Fish

I am an avid fisherman, and would like to know if there are other N64 fishing titles that will be coming out in addition to The Legend of the River King 64.

Cole Modlin
Via the Internet

Take 2 Interactive Software has announced plans for In-Fisherman Bass Hunter 64, but if you're itchin' for fishin' now, you could always see what's biting in The Legend of Zelda: Ocarina of Time. The game's Fishing Pond minigame is a great way for Link to unwind from a day of sword fighting, and the Rumble Pak allows you to feel every nibble on your line. In fact, the idea of enhancing the video game fishing experience was the inspiration behind the Rumble Pak!

BUCK BUMBLE

Ben Hetland • Gonvick, Minnesota

Has Anyone Seen Them Together in a Room?

While reading the preview for The Legend of Zelda: Ocarina of Time, I noticed Talon and Malon. Are they like the father-daughter team of Tarin and Marin in The Legend of Zelda: Link's Awakening? Both sets of characters look similar. Talon and Tarin both have large, round, Mario-like noses, and Malon and Marin both resemble Zelda. Please clear up this matter.

Meghan Bartley
Via the Internet

Since Link's Awakening is about a dream world, Link could have based his slumbertime visions of Tarin and Marin on Talon and Malon, but the pairs are not related. You did hit it on the large, round nose when you noticed Talon's resemblance to Mario. Mr. Miyamoto tried to work Mario and Luigi into Ocarina of Time, and Talon and Ingo are their Hylian counterparts.

Gray Area

My brother and I were talking about buying a Game Boy Camera, but we also want to buy Game Boy Color when it comes out. Will we have to buy another camera for it to work with the Game Boy Color?

Danielle Jacobellis
Via the Internet

The Game Boy Camera, like everything else for Game Boy, will work with Game Boy Color. Your pictures won't appear in full-color on screen, and they'll still print out in black and white, but there have been no plans to create a color Game Boy Camera. Or should it be "Game Boy Color Camera?" Well, you get the picture.

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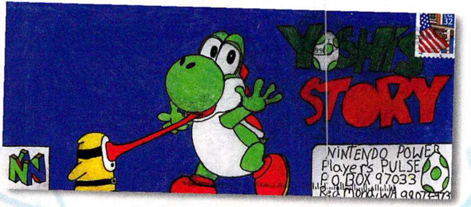

Call Me Ganondorf

I can't stand all of the hype around The Legend of Zelda: Ocarina of Time. Besides the 3-D environments and characters, what could this game possibly have to offer that is worth this much excitement? I may be alone in my Zelda-hating world, but at least I still have games like GoldenEye 007.

Tanner Moore
Via the Internet

I think you have to agree that there are so many new, great games out there that there should no longer be room for Super Mario 64 on the Power Charts. And as soon as The Legend of Zelda: Ocarina of Time comes out, it will undoubtedly knock GoldenEye 007 off the charts when it debuts! Nintendo Power favors Zelda, and it's making me and all the other GoldenEye fans mad!

Michael Di Bratto
Via the Internet

It sounds like GoldenEye 007 fans are coming out of the woodwork, and it sounds like they don't want their favorite game to share the limelight with The Legend of Zelda: Ocarina of Time. Next month, Zelda will be eligible for the N64 Power Charts. Make a stand and side with your favorite game by voting with the Power Chart ballot that you'll find between pages 114 and 115.

Approv'n of Cruis'n

I recently played Cruis'n World and was impressed at the detail and the realism. I was also impressed with the incredible diversity of vehicles you can choose from (my personal favorite is the Road King), and I recommend it to any avid racing fan.

Deborah Hood
Via the Internet

Background Art: Jamie Pogue • Ardmore, Pennsylvania

I'm just writing to say that Cruis'n World is the best. It's way better than Cruis'n USA, since you can do stunts like flips and wheelies. Maybe next you could make Cruis'n Venus or something.

Derek Ambrose
Peterborough, ON

The Difference

I disagree with people who think that any racing game is "just another racing game." Compared to what? Diddy Kong Racing? Did I not notice there was no monkey driving a Viper in San Francisco? No! People take details for granted, and they assume that if a game is in the same genre as another, then it's a "copy." Look at the details of any racing game, then compare it to another, and you'll see the difference.

Andrew Laurenson
Scottsdale, AZ

Then Why Don't I Hear That "Rrrip!" Sound?

I have been a Legend of Zelda fan for over two years now and am pleased with what I have seen of The Legend of Zelda: Ocarina of Time. As much as I love it, I have found one teeny problem: Link is not wearing a strap over his shoulder in the game! How does he carry his sword on his back?

Ray Beckham
Via the Internet

Velcro. Hylian Velcro.

Built to Last

We think the Game Boy is a super item. Our son received one in 1990 when he was eight years old. He loved it and played it continuously. His friends played it, his family members played it, and we bought games for it regularly. It was left outside it in the backyard one winter, and our two boxer dogs found it during the spring thaw and chewed on it. When we found it lying in the mud, we brought it inside and cleaned it as best we could. It still works great to this day! In 1995, I suffered an aneurysm. After I recovered from surgery, my reactions were slow, and I was concerned with my hand-eye coordination skills. My husband suggested I try using the Game Boy. I wasn't too good in the beginning, but now I can beat him! My hand-eye coordination is back 100%.

Valerie and Howard Flinchum
Via the Internet

I'd like to compliment you on making your products so durable. I left my Controller Pak in my pocket and forgot to take it out. When my mom went to do the wash, she didn't check the pockets, and, well, my Controller Pak is now lemony fresh. When I tried to test it out, I expected the worst, and thought all the games I had saved on it would be erased. But when I plugged it in and switched on my game, all my WCW vs. nWo: World Tour files were still there!

Matthew MacPherson
Via the Internet

Mandy Billig• Duluth, Minnesota

And Now, a Word for Our Sponsors

I think your magazine is great, but you're starting to feature too many ads. A couple of ads is good, but you're going too far.

Chase Peers
Via the Internet

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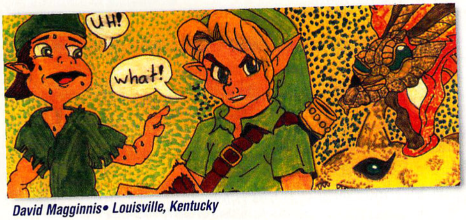

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POWER CHARTS

GoldenEye finishes 1998 in the top position, but next month, the Power Chart votes for the Legend of Zelda: Ocarina of Time will officially be counted. Will Link score a clean sweep, or will Bond fans take arms and vote 007 number one again? Campaign for your faves and be sure to vote!

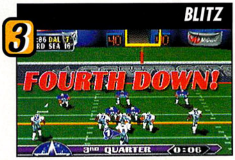
NINTENDO 64 TOP 10

1 GOLDENEYE 007

GoldenEye spent all of 1998 in the number one position, but it was also a big year for wrestling games. It's a three-ring circus as all three wrestling titles bully into the charts, while, out of nowhere, Blitz charges onto the scene.

2 BANJO-KAZOOIE

3 BLITZ



GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 GOLDENEYE 007	NINTENDO	1	24
2 BANJO-KAZOOIE	NINTENDO	2	5
3 BLITZ	MIDWAY	—	1
4 WWF: WAR ZONE	ACCLAIM	3	2
5 WCW/NWO REVENGE	THQ	—	1
6 WCW VS. NWO: WORLD TOUR	THQ	5	11
7 SUPER MARIO 64	NINTENDO	4	27
8 MISSION: IMPOSSIBLE	OCEAN	8	3
9 TUROK 2: SEEDS OF EVIL	ACCLAIM	—	1
10 STAR FOX 64	NINTENDO	9	19

SUPER NES TOP 10

1 THE LEGEND OF ZELDA: A LINK TO THE PAST

Like Zelda, wrestling games are big on any platform. Almost a year ago, a virtual tag team of Super NES wrestling games debuted on the charts years after their release. This month they reenter the ring.

2 SUPER MARIO RPG

3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE

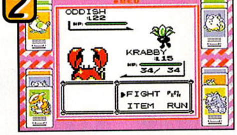
GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	82
2 SUPER MARIO RPG	NINTENDO	2	32
3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	26
4 DONKEY KONG COUNTRY	NINTENDO	4	50
5 FINAL FANTASY III	SQUARE	6	48
6 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	5	44
7 CHRONO TRIGGER	SQUARE	8	41
8 SUPER MARIO KART	NINTENDO	7	68
9 WWF RAW	LJN	—	11
10 WWF WRESTLEMANIA: THE ARCADE GAME	MAJESCO	—	11

GAME BOY TOP 5

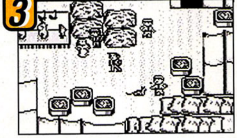
1 THE LEGEND OF ZELDA: LINK'S AWAKENING

Link has fought many monsters, but can he handle 150 Pokémon? Only a few hundred votes separate the two games, and Pokémon could overtake Zelda next month to score a legendary upset.

2 POKéMON



3 JAMES BOND 007



GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	68
2 POKéMON	NINTENDO	—	1
3 JAMES BOND 007	NINTENDO	2	8
4 DONKEY KONG LAND 3	NINTENDO	3	13
5 SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	72

MOST WANTED

1. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)
2. NINTENDO 64 DISK DRIVE
3. BLITZ (N64)
4. WCW/NWO REVENGE (N64)
5. GAME BOY COLOR
6. TUROK 2: SEEDS OF EVIL (N64)
7. SUPER MARIO 64 2 (N64)
8. POKéMON (GAME BOY)
9. SOUTH PARK (N64)
10. POKéMON STADIUM (N64)

ments can be a quick way of informing readers of upcoming games. And keep in mind that the ads are not replacing articles. The editorial content of the magazine hasn't decreased at all.

Blitz Bliss

I must admit, when I first saw your previews for Midway's Blitz, I thought it was terrible. Guys bodyslamming receivers and thirty-yard first downs?! But when I picked up the game and found how easy it was to play, I was an instant fan. I learned how to do all of the moves and soon mastered them. The only problem is that the Create A Play Option quickly used up all the space on my Controller Pak. Now, I play Blitz all day, and dream about it all night.

Chris Leary
Via the Internet

Forsaken the Unsinkable

I would like to give congrats to Acclaim and Iguana for making the excellent game Forsaken 64. It is one of the best games I have ever played. And is that Kate Winslet on the game box? If you wet her hair and added a tear in her eye, you'd have the cover shot for Forsaken.

Frank Hughes
Via the Internet

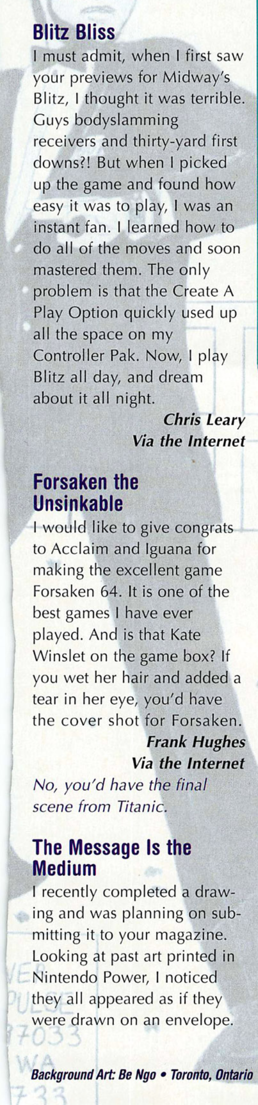
No, you'd have the final scene from Titanic.

The Message Is the Medium

I recently completed a drawing and was planning on submitting it to your magazine. Looking at past art printed in Nintendo Power, I noticed they all appeared as if they were drawn on an envelope. Does reader art have to be drawn on an envelope or not?

Dan Brabec
Via the Internet

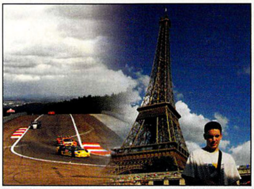
You don't have to create your art on an envelope. You can scan it and e-mail it to us, snap a picture of it and tweak it with your Game Boy Camera, or draw it on some typing paper, a napkin, a 100- dollar bill, a blank check, or whatever else is handy.



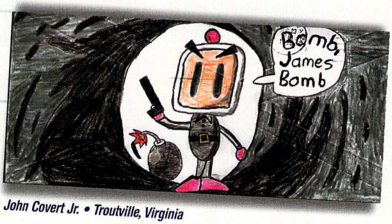
Background Art: Be Ngo • Toronto, Ontario

Vive la France!

If you're going to see an auto race, why not do it in style and see a competition with Lamborghinis, like the ones that appear in Titus Software's high-speed sim, Automobili Lamborghini? Better yet, why not go to France to gawk at the sleek speedsters? And while you're at it, why not schedule the trip for Bastille Day, France's biggest holiday? Scoring just such a hat trick, Jason Berry, the grand prize winner of the Volume 105 Automobili Lamborghini Player's Poll Contest, flew from his home in Kansas City, Missouri, to witness Lamborghini racing first hand. But unlike Titus's N64 game, Jason got to follow his day at the races with a whirlwind tour of Paris's premier sights, including the Eiffel Tower and Notre Dame.



Taking a detour from the Lamborghini races in Dijon, France, Volume 105 Player's Poll Contest winner Jason Berry says "fromage" in front of the Eiffel Tower.



John Covert Jr. • Troutville, Virginia

WRITE AWAY RIGHT AWAY!

A new year is upon us, so it's in with the new and out with the old. What should our New Year's resolutions be for 1999? What should game developers resolve to do in the upcoming millennium? Resolve to write it down and send it to us at:

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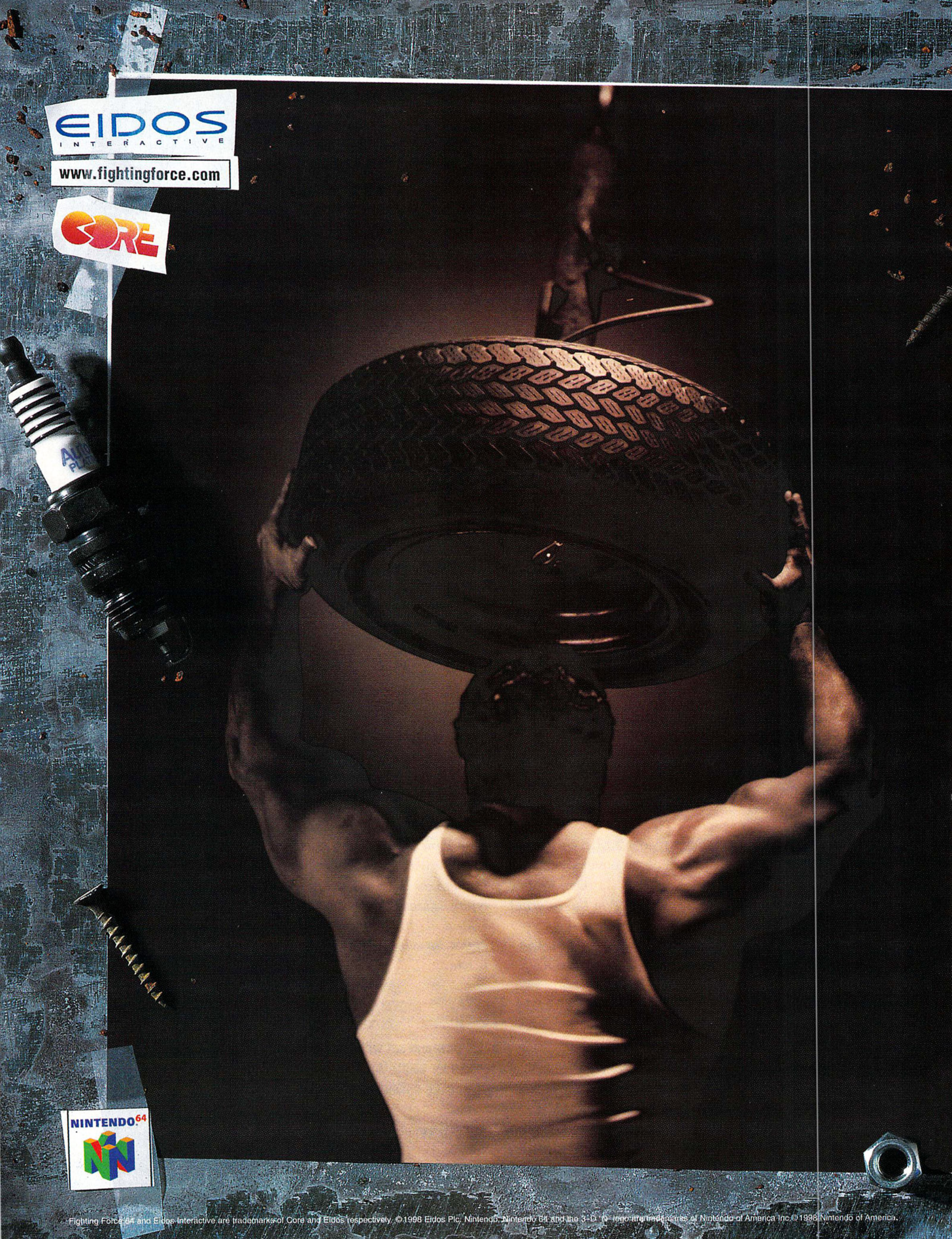
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"ALWAYS CARRY A SPARE."
AFTER ALL, YOU MIGHT MISS THE FIRST TIME.

– Ben "Smasher" Jackson

ANY TIRE WILL DO. In fact, almost any object you get hold of will make a weapon to be reckoned with in this urban bedlam.

Where brutal 3-D action and vicious moves wait around every corner, crevice and abandoned pick-up.

So you'd better check your surroundings. And your aim. Because one false move and you may need more spare parts than that tire.

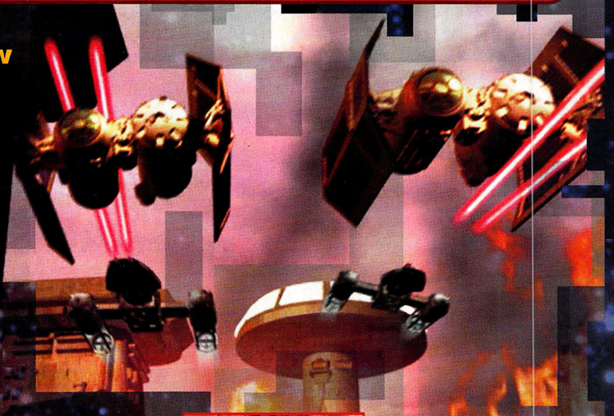
ALANA 4800
CRYO

SMASHER 9250

FIGHTING FORCE 64

STAR WARS® ROGUE SQUADRON™

If you saw our preview last issue, then you know that Star Wars: Rogue Squadron is a first-class based on characters and events from the *Star Wars* films, novels and comic books. Our top tacticians have developed a flight plan that will help ensure victory for the Rebellion and defeat for the evil Empire!

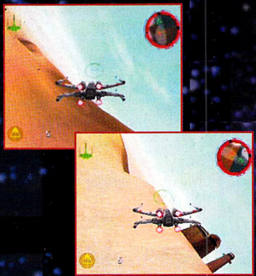


EXPANSION PAK™
Enhanced

Rogue Squaron takes advantage of expanded memory, so by boosting your system by four megabytes, you can have the ultimate flight sim experience. Enjoy enhanced graphics and faster game play with a memory upgrade.

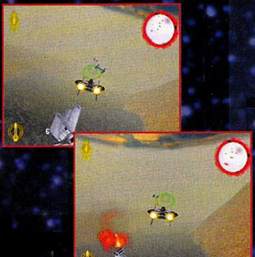
FOLLOW THE FLIGHT LEADER

Each of Rogue Squadron's 16 missions begins with a brief outline of the mission objectives. Pay close attention to these objectives and listen to the in-flight transmissions from your commander, General Rieekan, for cues and clues. There's a general flow to each mission, but many objectives are open-ended, and it's up to you to decide what steps to take and when. You're the flight leader, and where you go, the other Rogues follow.



Bank and Roll

Each of your ships has two air brakes. One slows you down, while the other slows you and allows you to roll. Using one or the other can help you bank more sharply. Using both allows you to nearly pivot in midair, but it also cuts your speed drastically, which may leave you open to enemy fire.



Lead Your Shots

Drop in behind enemy fighters for the best firing angle. If you aim right at a ship, it will often be gone by the time your laser bolts reach the target area. Learn to "lead" your shots; that is, try to anticipate your target's movements and shoot ahead of it so that it runs into your bolts.

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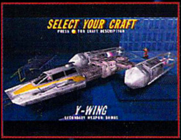
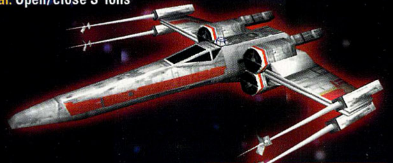
ALL PILOTS, TO YOUR SHIPS

There's a default ship for each mission, usually the X-wing. You can replay a mission as often as you like, and once a mission is completed successfully, other ships may become available for repeat runs. There are several camera views to choose from, and each ship has its own instrument panel for the in-cockpit view. If you prefer, you can also turn the cockpit instruments off.

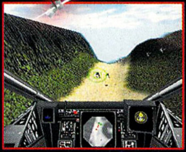


X-WING

Primary Weapons: Four Laser Cannons
Secondary Weapons: Proton Torpedoes
Special: Open/close S-foils

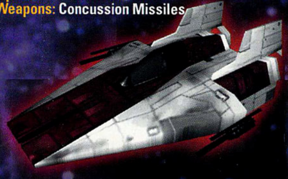


The Incom T-65 X-wing is the primary starfighter of both the Rebel Alliance and Rogue Squadron. It strikes a near-perfect balance between speed, maneuverability and firepower, and it fits most mission profiles. The X-wing travels faster when its S-foils are closed, and hitting the air brake pops them open automatically.

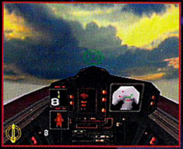


A-WING

Primary Weapons: Twin Laser Cannons
Secondary Weapons: Concussion Missiles

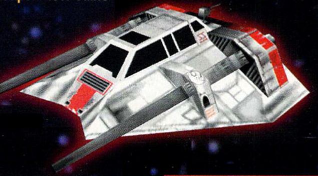


The A-wing is the Rebellion's fastest starfighter, matching the Empire's TIE Interceptor in speed and maneuverability. Though it is ray-shielded, the A-wing is still relatively fragile and must rely on its speed and agility for protection. Its missiles lack the punch of proton torpedoes, but it can carry up to eight of them.

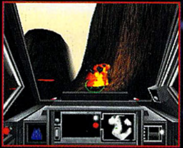


SPEEDER

Primary Weapons: Twin Laser Cannons
Secondary Weapon: Tow Cable

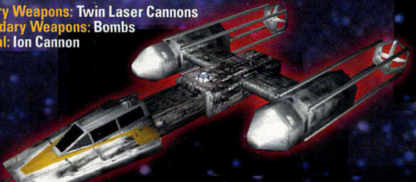


Another Incom product, the T-47 is not a starfighter but an airspeeder, which is much easier to control in an atmosphere than some other ships. The T-47 hugs the ground well, and the closer it is to the ground, the higher its average cruising speed. This ship is not shielded, but it is heavily armored for protection.

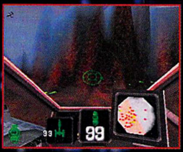


Y-WING

Primary Weapons: Twin Laser Cannons
Secondary Weapons: Bombs
Special: Ion Cannon

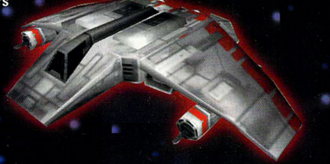


Once the backbone of the Rebel starfighter fleet, the Y-wing is now used primarily as a bomber. Its slower cruising speed makes it ideal for precision bombing but leaves it at a distinct disadvantage in a dogfight. On the flip side, the Y-wing is equipped with heavy armor, beefed-up shields and a ship-disabling ion cannon.

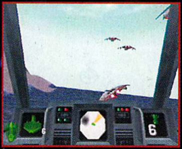


V-WING

Primary Weapons: Twin Laser Cannons
Secondary Weapons: Cluster Missiles
Special: Boosters

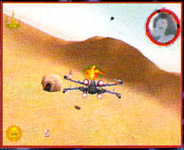


The V-wing airspeeder is more unstable than the T-47 but is faster at higher altitudes. With a rapid-fire mode for its lasers (press bottom C to toggle it on and off), it also packs a punch. If the lasers overheat and shut down, wait a few seconds before trying them again. Be careful that you don't burn them out completely.

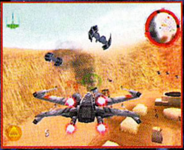


AMBUSH AT MOS EISLEY

An early morning "milk run" over Tatooine turns into a shootout with Imperial probe droids and TIE bombers. When you get the call to protect Mos Eisley, close your S-foils to increase your speed and follow the radar indicator to the spaceport. When you see the bombers, you may want to hang back for a second and drop in behind the second group, which is targeting one of your wingmen.



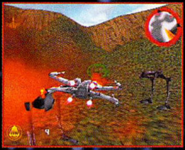
As you clear out the probe droids around the homesteads, pay attention to the radar system. Your wingmen are marked in green, civilians in blue and Imperials in red. An orange cone tells you which way to go to reach your current objective. If there's no cone, you're in the right area.



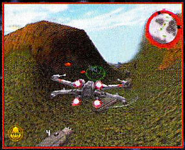
You must also protect your wingmen. To win medals, you sometimes need a certain number of "saves" at the end of a mission; that is, a certain number of wingmen still in the air. For the most part, we recommend completing each mission successfully first, then repeating it later for medals.

RENDEZVOUS ON BARKHESH

A Rebel convoy is ferrying supplies through Imperial territory. Though General Rieekan is insistent that you stay with the convoy, break formation and let your wingmen take care of the probe droids. Fly out ahead and blast at least two of the AT-STs in the first canyon, then rendezvous with the convoy. Once the convoy starts moving, the first pair of bombers will arrive quickly.



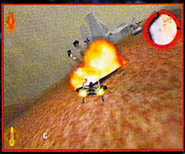
As the mission begins, you can either follow the convoy route or head down the canyon to your right and ambush the AT-STs from behind. If you're careful, you can destroy most of them before the first pair of bombers appears. Just be sure to rendezvous with the convoy before the bombers do.



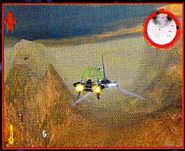
Once the AT-STs are toast, all you need to do is stick with the convoy and watch for more bombers. They'll show up when the convoy reaches particular spots along the route, so if you learn these spots, you can break away, destroy other targets and still make it back to the convoy in time.

THE SEARCH FOR THE NONNAH

The Nonnah has crash landed, and Rogue Squadron is being called up to help rescue her crew. When you arrive planetside, throttle up immediately and tag the first six interceptors as fast as you can. Now sweep the area, destroying probe droids as you go. The Nonnah can appear at random in any of the coves around the stage. If you find it, stick with it until the rescue shuttle arrives.

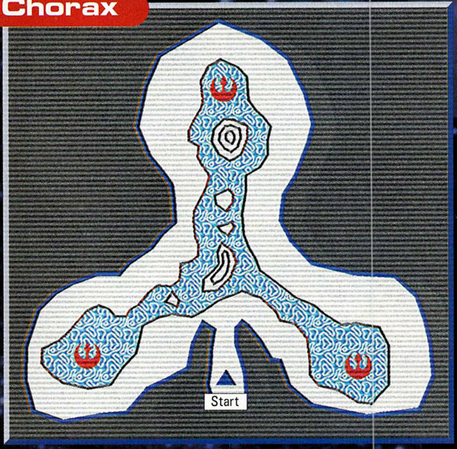


The Imperial ground units are the greatest threats to the rescue shuttle, with the AT-ST at the top of the list. Once it and the tanks are gone, one-man AT-PTs will take their place. After that, focus on the TIE bombers first. The TIE interceptors are annoying but less of a danger.



The better you protect the rescue shuttle from the waves of interceptors, bombers and ground units, the faster it will complete its mission. As the shuttle leaves, hang back behind it to take care of any trailing TIE interceptors, but be careful that you don't hit the shuttle yourself!

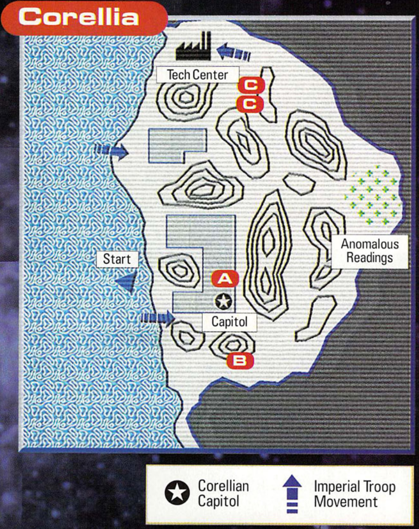
Chorax



Possible Location of the Nonnah.

DEFECTION AT CORELLIA

The key to helping General Madine defect to the Rebellion is to go where the radar tells you and not be distracted by the smaller battles. Stay close to the capitol building and take out the bombers as quickly as you can. Be warned: Your shots can also damage the building. Make sure most of the bombers are destroyed before heading to the tech center.



Avoid shooting the capitol building. Check your radar for stray bombers before you head to the tech center. If you leave behind too many bombers, the capitol may not hold out long enough. At the same time, you should try to be on your way within 30 seconds of receiving your orders.

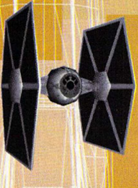
When you return to the capitol building, the Millennium Falcon and the rest of Rogue Squadron will keep the bombers occupied while you wrap up the AT-AT with your tow cable. Stay close to the ground and press A (extra thrust) to increase your speed.

Stormtroopers don't seem to cause much damage, but there's no sense in taking any chances. On your second trip to the tech center, destroy the AT-STs, then pick off the troopers storming the entrance. A Rebel shuttle will soon be on its way, shadowed by at least three TIE fighters.

TWIN ION ENGINE

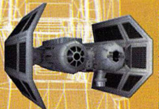
The Twin Ion Engine, or TIE fighter, is the most feared symbol of Imperial authority in the galaxy. Developed by Sienar Fleet Systems, the TIE fighter has spawned a long line of variant ships of all types. Though TIEs are fragile and easily destroyed, the Empire has thousands upon thousands of replacements.

TIE Fighter



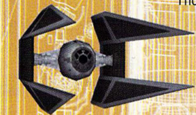
Nicknamed "eyeball" by Rebels, the TIE fighter is most effective in large numbers, which is just how the Empire uses it. The TIE fighter is deployed in flights of three and tends to fly in predictable patterns.

TIE Bomber



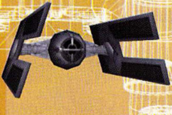
The TIE bomber is the slowest starfighter in Imperial service, making it an easy target for faster Rebel ships. That said, its high-yield proton bombs are devastatingly powerful against stationary ground targets.

TIE Interceptor



Though its armor is as thin as a standard TIE fighter's, the interceptor can more than hold its own. It can out turn an X-wing easily, striking and evading before the X-wing pilot can even get a passing glimpse of it.

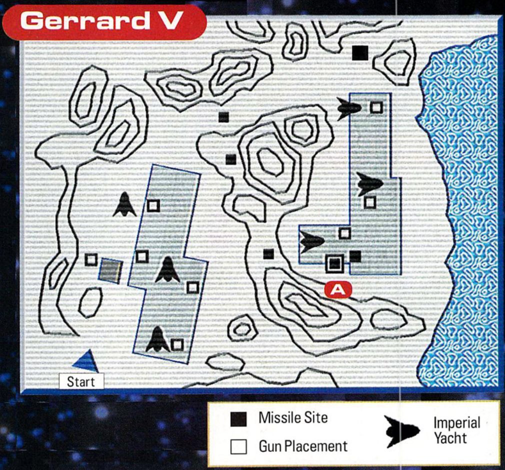
TIE/D



The TIE/D development program grew out of a need to economize on fighter production and pilot training. The result is a compact fighter flown not by a flesh-and-blood being, but a small droid brain.

LIBERATION OF GERRARD V

This is one time you should listen to General Rieekan and stick with your wingmen. The Y-wings disable the transports much more quickly when you're around. As soon as you receive the message from Wedge about the interceptor squadron, make a beeline over the hill to the second city. Destroy the guns and launchers before you engage the interceptors. Above all, protect the Y-wings!

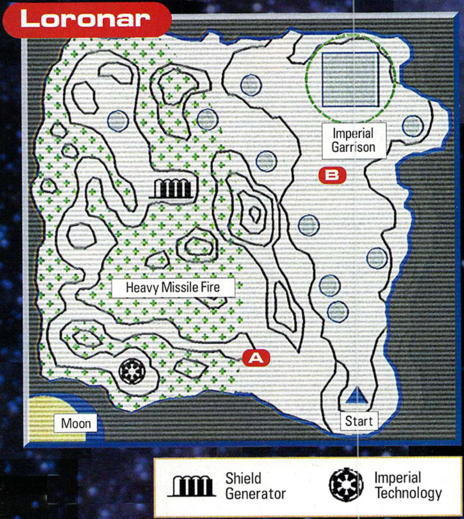


The homing missile launchers are far more deadly than the guns on the towers. When the mission begins, fly in a straight line over the city, destroying the first two guns you see. Continue to the line of hills and knock out the first launcher, then bank right and tag the next two.

You can collect hidden pieces of Imperial technology in many of the missions, including a laser cannon upgrade in a turret in the city by the beach. Some of these power-ups can be found while completing an objective, but you sometimes must choose between a power-up and the mission.

THE JADE MOON

With the addition of former Imperial pilot Kasan Moor to the ranks of Rogue Squadron, it's time to take the battle to the Empire. Knock out all AT-STs and guns around the supply base before blasting the shield generator. This gives you less to deal with when you return to the main battle zone. Destroy the new enemy ground units before you go after the bombers and interceptors.

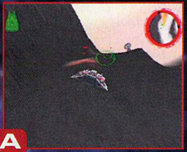


The shield generator is flanked by several guided missile launchers, so take them out first. You can use some proton torpedoes on the generator, but you may want to save three or so for the ground units that will be pounding your assault convoy when you return to the supply base.

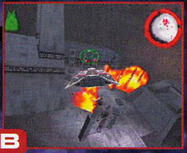
Both the TIE bombers and the AT-PTs are top priorities. The bombers are more powerful, but they need time to loop around the battlefield, while the ground units can keep up a steady stream of fire. We like to destroy the ground units first, but whatever you decide to do, do it fast!

IMPERIAL CONSTRUCTION YARDS

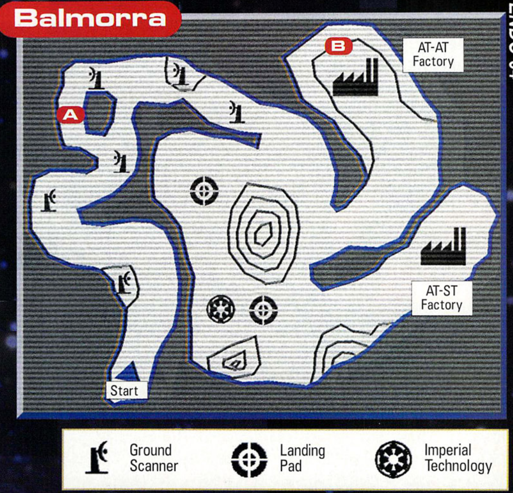
Kasan has provided the location of two major Imperial construction yards, but you must approach undetected. If you get too close to a scanner or take too long to destroy it, the alarm will sound. Charge into firing range, then hit the brakes and pour on the lasers. With all the enemy crossfire, this is one mission in which you should worry more about yourself than your wingmen.



Stay low and pick off the scanners as quickly as possible, especially those around corners. It may be difficult to find the correct firing range at first, but keep trying. Once you're past the scanners, take out the guns and the TIE fighters before you go after the AT-AT.

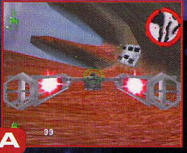


The high ridges around the factories provide some cover from guided missiles, but once you attack, you're wide open. Remember that you don't need to destroy every building to fulfill this mission. You can always repeat the mission to qualify for a medal.

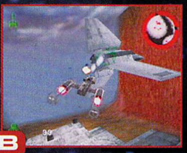


ASSAULT ON KILE II

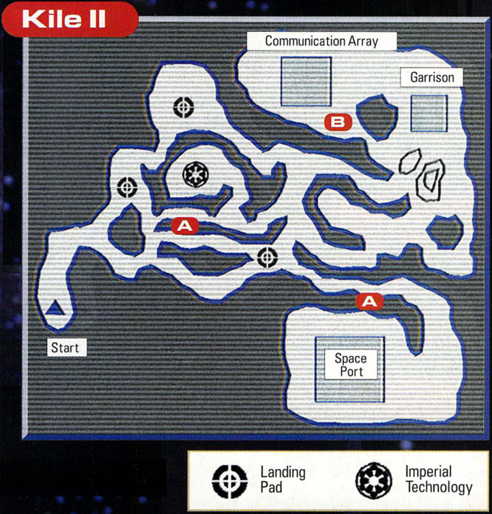
This bombing raid could cripple Imperial operations in this sector, but there's a high price to pay. There's no way to keep Wedge from being captured, so just focus on getting yourself out alive. The Y-wing is too slow to dogfight interceptors, so don't even try. Concentrate on blasting your primary ground targets, with the occasional laser cannon or missile launcher thrown in.



Turn your ship sideways to slip through the narrow canyons. It's very easy to get lost on Kile II, even with the map. If you do get turned around, just follow the right-hand or left-hand wall until you see a familiar building or landmark. Just watch out for TIE interceptor patrols!

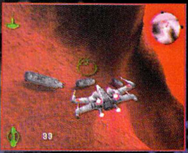


Though your sluggish Y-wing won't be of much use against the faster Imperial fighters, you can help your wingmen indirectly by destroying as many ground-based gun emplacements and guided missile launchers as you can. Except for Wedge, the Rogues hold their own on this mission.

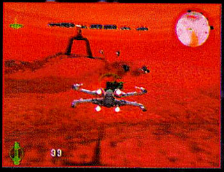


RESCUE ON KESSEL

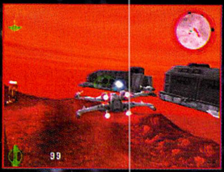
Trust Kassan when she tells you the convoy is a ruse. Wedge is aboard the hover train, and you must stop it before it reaches the station. Head over the first ridge and pass close to the train to make your wingmen notice it. Fly out ahead and knock out the guns, launchers and the single TIE interceptor along the train route. Now sprint back to the train to help disable it.



Going after the convoy garners you a few more hits, but it eats up precious time. Ignore it for now and, as Kassan Moor insists, "Concentrate on the train." If you repeat the mission later, though, you may need these points to qualify for even a bronze medal.



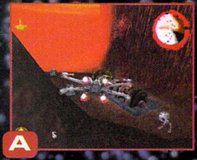
The guided missile launcher is a greater threat than the TIE interceptor. If you don't take it out quickly, you'll soon be hearing Mayday messages from your fellow Rogues. The interceptor can outmaneuver you in close quarters, so put some distance between you and it, then turn and fire.



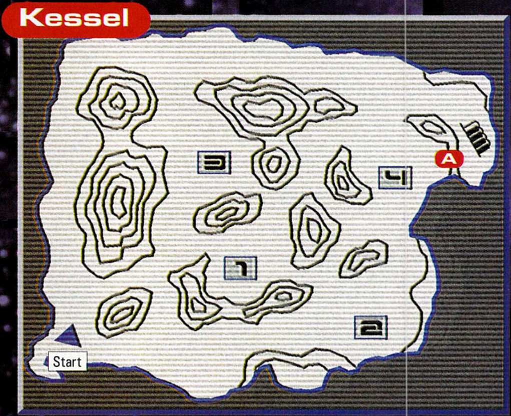
Your X-wing has been specially fitted with ion cannons for this mission. Approach from the front or back and strafe the entire length of the train. Charge up your first cannon shot by holding down the secondary fire button, then release it to shoot. Follow up with rapid-fire shots.

PRISONS OF KESSEL

With Wedge free, it's time to liberate other Rebel prisoners from the Empire. When the mission begins, let your wingmen escort the rescue shuttle while you target the shield generator. After that, stick to the shuttle like glue. It visits each prison compound in order from one to four, as shown on the map. Most of the Imperial units focus on the shuttle, leaving you free to counterattack. Once again, the better you protect it, the faster it completes the rescues.

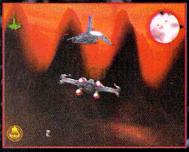


The shield generator is your first priority. It's heavily guarded, and you'll probably have to make a couple of strafing runs to knock it out. By the time that's done, the rescue shuttle will be at the first prison compound. Keep your head down and rendezvous with it as quickly as you can.

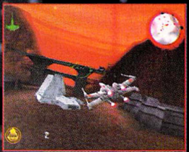


Shield Generator

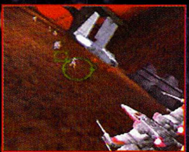
1 The shuttle liberates compounds in order from one to four



The fleeing TIEs make tempting targets, but they're just trying to lure you away from the shuttle. Stay close and protect the shuttle at all times. If you're trying to rack up enemy hits for a medal, just be patient; more TIE interceptors and bombers will pop up soon enough.



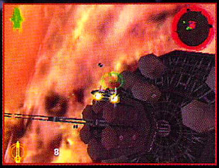
The shuttle is completely exposed to ground fire. Blast any guns or AT-STs in the prison compounds before clearing out the Imperial air cover. Look out for guided missile launchers on the tops of the bluffs surrounding the compounds. Watch your back and listen for the missile lock warning.



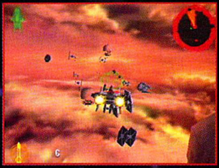
There are also two enemy barracks in each compound. You can destroy them with just a few bolts from your lasers. If you let these buildings alone, white-suited stormtroopers will soon start pouring out. You'll see them mixing it up with escaping prisoners, so be careful who you shoot.

BATTLE ABOVE TALORAAN

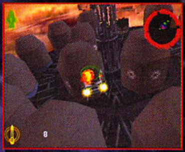
The Imperials have seized the Tibanna gas mines above Taloraan, and it's Rogue Squadron's job to clean them out. From a distance, all the Tibanna storage tanks look the same, and you can't tell the difference between the Imperial tanks and the blue-striped civilian tanks until you're close to them. Hold your fire until you're sure which is which. You can target the occasional fighter, but focus on the storage platforms.



The battle area around the platforms is rather tall, and you may find yourself well above or below a target platform. You may not even be able to see it beyond the next layer of clouds. It's easy to get turned around, so use the stripes in the cloud layers to judge which way is up.



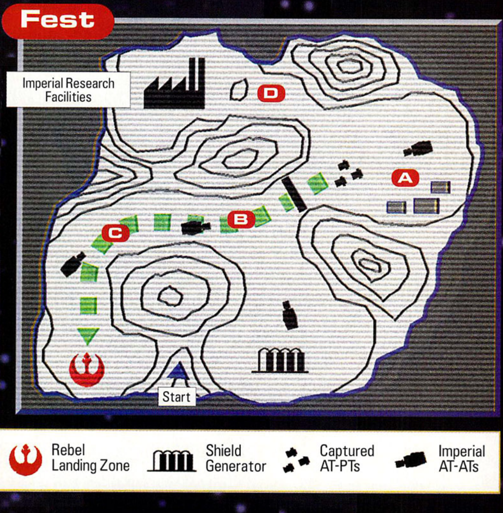
The first two pairs of TIE fighters may give your wingmen some problems, so help them out if they need it. After that, the other Rogues will fend for themselves well enough. There's one large squadron near the end of the mission, though, that may harass all of you more than usual.

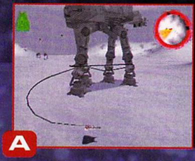


At each new platform, try to memorize the placement of the Imperial tanks on your first pass. You can then target them from farther away on your later runs. Check your fire and listen to Kasan's warnings. If you destroy too many civilian tanks, your mission will end in failure.

ESCAPE FROM FEST

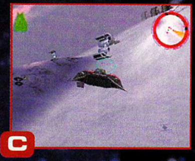
Rebel commandos have stolen a trio of AT-PTs from an Imperial base and are attempting to blast out of the compound and reach a Rebel landing zone for pick up. Speed is the key to this mission: speed in dodging all the crossfire, speed in taking out the AT-ATs and speed in responding to Maydays from your wingmen. There's not much time for completing your objectives, so just hope that the Force is with you on this one.



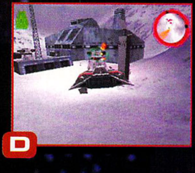


From the starting point, follow your radar to the walled-in area where the AT-PTs are waiting. Blast any gun emplacements and probe droids you see on the way in, but stay on course for the AT-PTs. Trip up the AT-AT that's tracking them, then head toward the gate but don't shoot it.

Head up and over the gate. Your wingmen will have the gate down in a few seconds anyway, and you must clear the path that the AT-PTs will be following. Destroy any remaining guns on the sides of the path, then go for the first AT-AT. Stay close to the ground to keep up your speed.



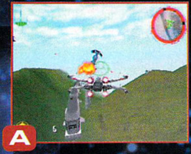
By this time, the AT-PTs should be free and on their way to the landing zone. From here, things usually are as hairy as an old bantha, so pay attention to all com traffic, especially calls about incoming fighters. Split your time between the last two AT-ATs and the approaching TIEs.



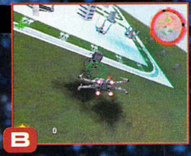
Try to destroy the shield generator and the research complex before the AT-PTs reach the landing zone. Once the AT-PTs escape, the stage will end as soon as the complex is destroyed, and you may not have time to collect the Imperial technology left behind in the ruins.

BLOCKADE ON CHANDRILA

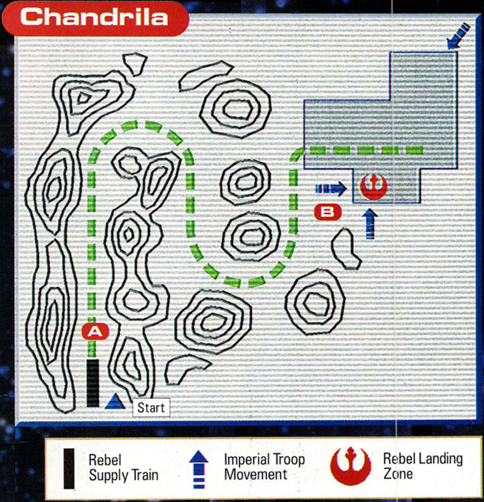
The Empire is attempting to set up a blockade of Chandrila, while the Rebellion is trying to evacuate as many citizens as possible to other planets. Hang back behind the hover train and concentrate your fire on the incoming waves of TIE bombers. The sky will be thick with ships, so be careful that you don't hit your fellow Rogues with so-called "friendly" fire.



Circle around the rear of the train or pull up and let any attacking TIEs go by, then swoop down on them. Focus on the bombers, but go after an interceptor if it's giving your wingmen some heat. More bombers arrive every few moments, so try to tag a bomber on its first pass.

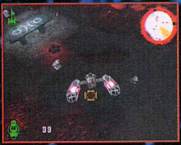


After the train reaches the city, you must protect it and the rescue shuttles that arrive to ferry the refugees away. In response, the Imperials will send in another squadron of TIE bombers, followed by a trio of AT-STs and a trio of AT-PTs. Save your torpedoes for the ground units.

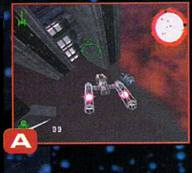


RAID ON SULLUST

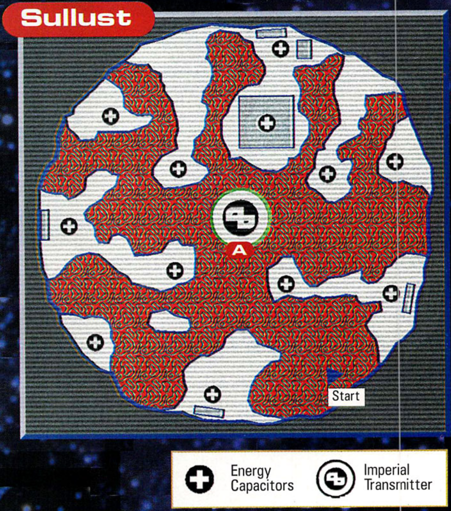
In retaliation for the blockade on Chandrila, the Rebellion is targeting the Empire's volcano base on Sullust. It may seem disloyal, but this is one mission where it's every Rogue for himself or herself. There's almost no way to protect yourself, much less your wingmen, from all the crossfire, so just stick to the main objective of bombing the shield generators and the base.



Stay up high and dodge from side to side to avoid enemy ground fire, then dive-bomb your targets at a steep angle. Drop your bomb while you're still fairly high up, then climb out of danger. You may do better with a view from behind your ship than with the in-cockpit view.

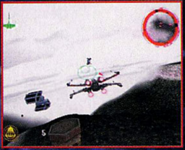


Of course, the Y-wing won't fare well against the defending TIE fighters, so you'll just have to trust your shields and armor. Once the shield around the base is gone, fly around it counter to the way it is spinning. Shoot all the glowing vanes to destroy it completely.

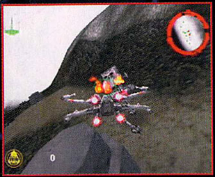


MOFF SEERDON'S REVENGE

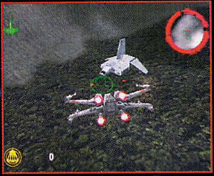
Moff Seerdon has secretly captured the Rebellion's bacta supplies, which are essential for emergency medical treatment. When the mission begins, ignore what's happening around you, follow wherever the radar indicator leads, and shoot down all the bombers in the area. If too many civilian facilities or bacta tanks are destroyed, the battle will end in victory for the Empire.



At the beginning of the battle, shoot down the bombers before targeting the ground units or buildings. After that first wave, follow the radar indicator and focus on whichever units, air or ground, that seem to be doing the most damage. These are usually AT-STs or bombers.



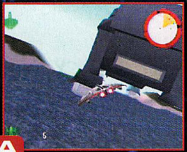
Strike at ground units and buildings from above to avoid hitting bacta tanks and civilian buildings. If you hit the wrong target, General Rieekan or Kassan will be sure to tell you about it. It doesn't take many mistakes to end this mission prematurely, so remain alert.



Moff Seerdon modified his shuttle in preparation for a showdown with you and Rogue Squadron. It's as maneuverable as a TIE interceptor, which should give you a clue as to how to destroy it. It will try to ram you, so break off early and speed away before turning for another attack run.

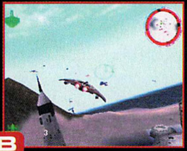
THE BATTLE OF CALAMARI

It has been several years since the death of the Emperor and the destruction of the second Death Star at the Battle of Endor. In this mission, you'll take on the role of Wedge Antilles, now commander of Rogue Squadron. The remnants of the Empire are uniting under a mysterious new leader and striking at Mon Calamari, a major producer of New Republic starships. Leading the attack are the awe-inspiring World Devastators and squadrons of TIE/D fighters.



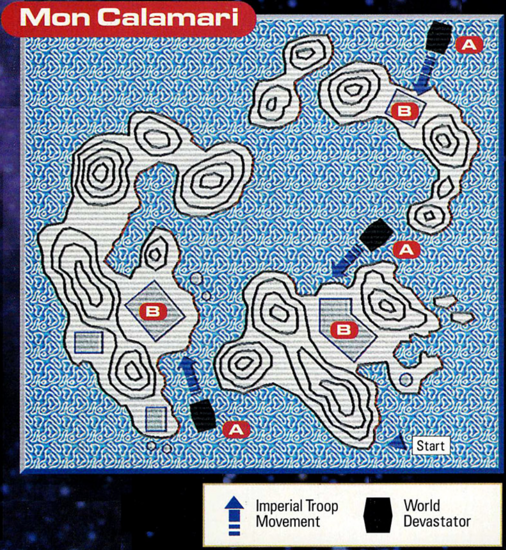
A

Like the Death Stars before them, the World Devastators are immensely powerful yet vulnerable to attack by snub fighters. Destroy their shield generators (the small black boxes on top of their hulls), then target their leg jets. Watch out for the laser turrets mounted on their bellies.



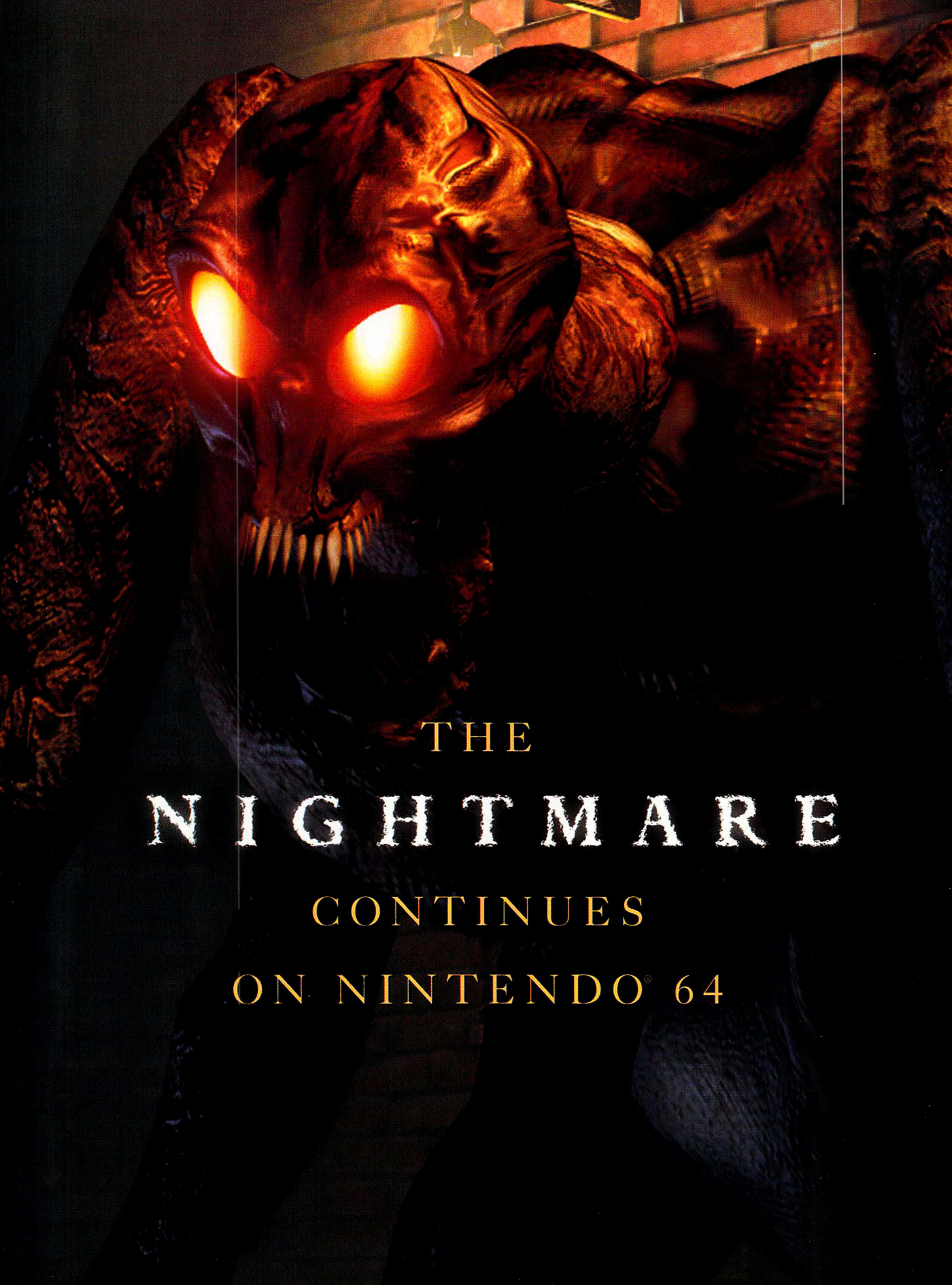
B

With the shortage of qualified pilots at this point in time, the Empire is forced to use droid-controlled TIE/D fighters. TIE/Ds tend to hug the ground and weave between buildings, so just be careful that you don't cause too much damage to buildings as you chase after enemy ships.



MOST IMPRESSIVE...

You don't have to be a hard-core *Star Wars* fan to like Rogue Squadron, but if you are, there are tons of references to enjoy. Knowing that Mon Calamari is Admiral Ackbar's homeworld or that General Madine helped plan the attack on the second Death Star just add to the game's depth and excitement. Another impressive feature is the hi-res mode that can be accessed using the N64 Expansion Pak. If you'd like one of these must-have items, a coupon worth $5.00 off the purchase price is being packaged with Rogue Squadron.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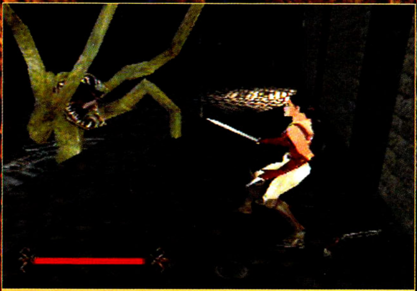

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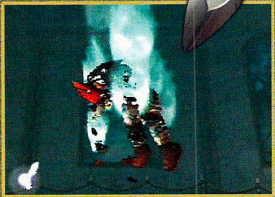
THE LEGEND OF
ZELDA®
OCARINA OF TIME™

Time keeps flowing. Last month, we mapped out the areas Link needed to explore and the objectives he needed to accomplish before entering the Temple of Time. A month later, seven years have passed in Link's life, and the boy has become a man. The world he once knew has become unfamiliar, and many of the people he had known now see him as a stranger. To help Link adjust, we've mapped out the Forest Temple and the Fire Temple—the first two dungeons he'll explore during his rite of passage—as well as the areas he'll need to visit before entering them.

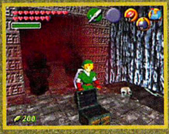
LINK'S OVERALL OBJECTIVES

1. Earn the hookshot in Kakariko Graveyard.
2. Find the Fairy Bow in the Forest Temple.
3. Receive the Goron Tunic in Goron City.
4. Find the Megaton Hammer in the Fire Temple.
5. Find the Iron Boots in the Ice Cavern.
6. Defrost King Zora to earn the Zora Tunic.

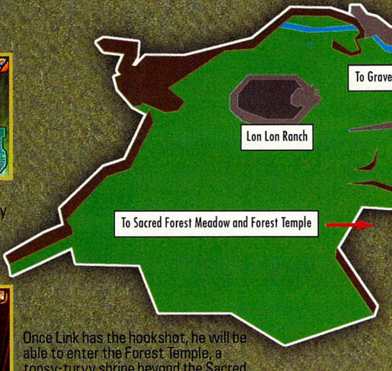


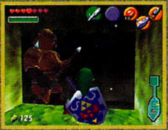
Hyrule Field

On this leg of the journey, Link will travel to areas east of Hyrule Field. Since many of the areas he'll explore branch from the central, grassy expanse, Link may need some transportation to make his trip go faster. As an adult, Link will be able to ride a horse, and in Lon Lon Ranch, he'll reunite with Epona, the horse he met years ago when he was a child.

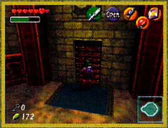


To find the hookshot, Link must enter the graveyard behind Kakariko Village. When he searches under one of the graves, he'll unearth an obstacle course patrolled by Dampé.

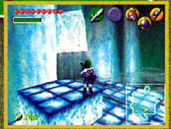

To Graveyard and Fire Temple
Lon Lon Ranch
To Ice Cavern and Zora's Domain
To Sacred Forest Meadow and Forest Temple



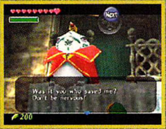
Beyond the Lost Woods snarl Moblin soldiers. They patrol the Sacred Forest Meadow's maze that leads to the Forest Temple.



Once Link has the hookshot, he will be able to enter the Forest Temple, a topsy-turvy shrine beyond the Sacred Forest Meadow where the resident ghosts have trapped Saria.



The once tropical temperatures of Zora's Fountain have chilled to subzero, and on one of its shores looms the Ice Cavern.

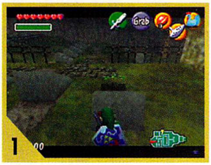


Was it you who saved me?
Don't be nervous!

Before Link can enter the Water Temple, he must find the Iron Boots in the Ice Cavern and receive the Zora Tunic from King Zora.

GRAVEYARD

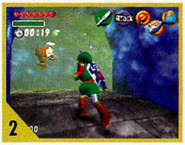
Awakening from a deep sleep in the Temple of Time, Link opens his eyes to see a world where seven years have passed. Ganondorf has ravaged the land, and only with the help of the sages can Link undo the ruin. But he will need a new weapon first. As an adult, he won't be able to use many of his childhood weapons, such as the slingshot, so Link must find a suitable replacement. In the Kakariko Graveyard, he will find just that.



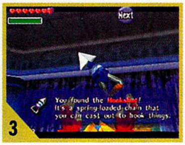
Pull back the tombstone adorned with Triforce flowers to reveal an underground passage. Wandering below is the late, but restless, grave digger, Dampé.

LINK'S OBJECTIVES

1. Enter Dampé's grave.
2. Keep up with Dampé racing through the maze.
3. Earn the hookshot.
4. Collect the windmill's Piece of Heart.
5. Get special cuccos from the woman.

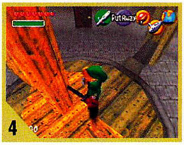


While dodging his fireballs, chase after Dampé as he flies through the tunnels beneath his grave.

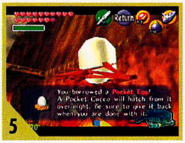


You found the Hookshot!
It's a spring-loaded chain that
you can cast out to hook things.

A successful race will earn you the hookshot, a grappling weapon that can reel you to certain objects.

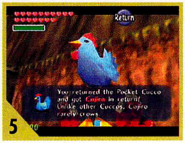


The maze's exit leads to the windmill's upper floor. Leap to the spinning platform to reach the Piece of Heart.



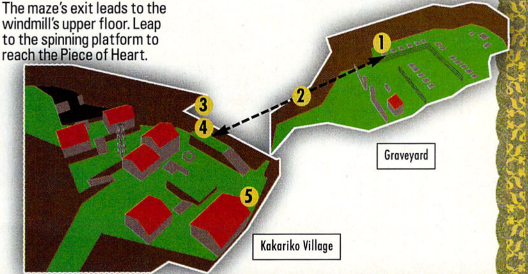
You borrowed a Pocket Egg!
A Pocket Cucco will hatch from it
over-night. Be sure to give it back
when you are done with it.

The woman near the cucco pen will give you an egg. When it hatches the next morning, it can wake Talon.



You returned the Pocket Cucco
and got Cojiro in return!
Unlike other Cuccos, Cojiro
rarely crows.

Return the happy cucco. The woman will thank you by giving you Cojiro, a cucco you should deliver to her brother.

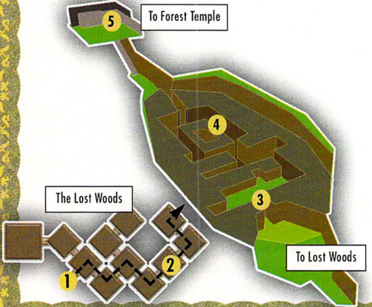


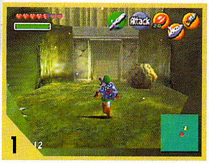
SACRED FOREST MEADOW

With hookshot in hand, Link returns to Kokiri Forest. The ever-youthful elfin residents don't recognize the more mature Link, yet they still feel a kinship to him. At ease with the stranger, they tell him about Saria, who hasn't returned from the woods. As Link begins searching, Navi reveals that Saria is trapped in the Forest Temple.

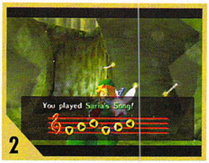
LINK'S OBJECTIVES

1. Journey through the Lost Woods to the Sacred Forest Meadow.
2. Play Saria's Song to Mido.
3. Battle the Moblins in the meadow maze.
4. Stock up on bottled fairies in the fairy fountain.
5. Learn the Minuet of Forest from Sheik.

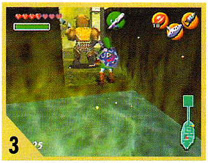




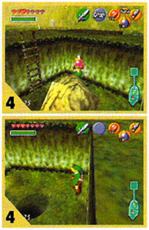
Since Saria has disappeared somewhere in the woods, Link won't have the sounds of her music to guide him through the Lost Woods.


You played Saria's Song!

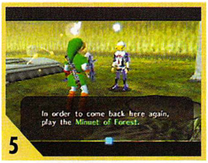
Mido won't recognize adult Link, but if you play him Saria's Song, he'll know you're a friend and let you explore the woods.



The Moblins that patrol the Sacred Forest Maze will charge you when they see you, so attack them from behind with your hookshot.



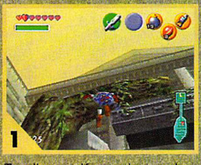
Climb the ladder in front of the stairs to scale the labyrinth wall. Jump down to the enclosed area, then bomb the boulder to clear the entrance to the fairy fountain. By bottling fairies, you can save them for later when you need an emergency pick-me-up.


In order to come back here again, play the Minuet of Forest.

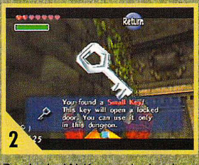
When you reach the clearing beyond the maze, Sheik will greet you with a song, the Minuet of Forest. When played on the ocarina, the timberland tune will teleport you to the woods.

FOREST TEMPLE

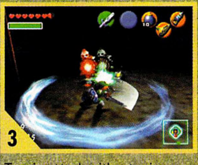
After Sheik leaves the Sacred Forest Meadow, launch your hookshot at the overhanging branch. When it anchors on to the tree, the hookshot will reel you up to the stone doorway. On the other side looms the Forest Temple, a mansion haunted by the ghosts of the four Poe sisters. Each sibling possesses a flame that lights a corner of the mansion's foyer. For every spirit you snuff, one of the four torches will light, and only when all four are ablaze will you be able to creep into the lair of Ganondorf's doppelgänger, Phantom Ganon. To have a ghost of a chance at reaching him, you must first understand how the orientation of the rotatable hallways, either straight or twisted, will determine where the corridor leads you.



To pull yourself up to the temple entrance from the Sacred Forest Meadow below, fire your hookshot into the overhanging branch.


You found a Small Key! This key will open a locked door. You can use it only in this dungeon.

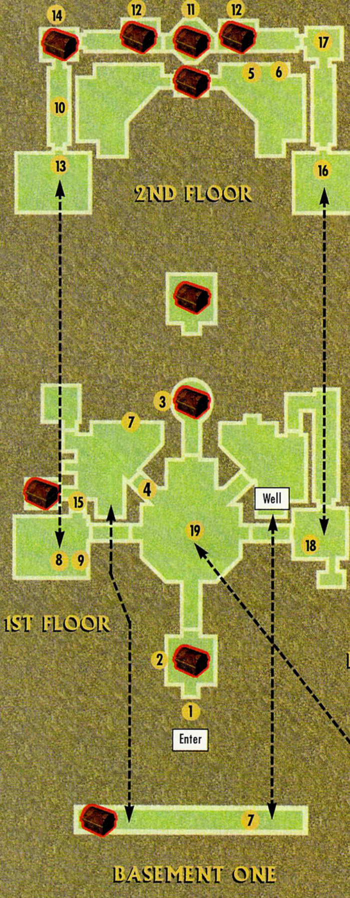
Battle the Wolfos, scale the vines to the right of the porch, then touch down on the tree to find the chest nestled on the branch.

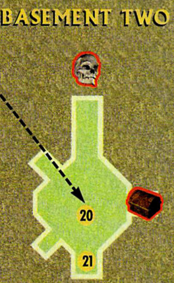


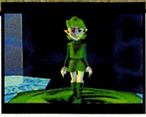
To spin-attack without using magic, draw your sword, then tap the B Button after quickly moving the Control Stick in a circle.

LINK'S OBJECTIVES

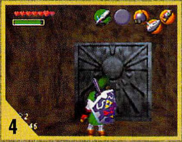
1. Reach the entrance with the hookshot.
2. Scale the wall to find the treetop key.
3. Fight the Stalfos for a key.
4. Play the Song of Time.
5. On the balcony, grapple the target.
6. Hit the switch, then enter the well.
7. Find the key in the well tunnel.
8. Follow the arrows while moving the block.
9. Move the red block.
10. Enter the hall when it is twisted.
11. Battle the Stalfos for the bow.
12. Shoot the portraits to fight the ghost.
13. Shoot the eye to straighten the hall.
14. Get the Boss Key, then fall into the hole.
15. Find the key in the balcony chamber.
16. Repeat step 10, then shoot the frozen eye.
17. Drop into the hole and hit the switch.
18. Shoot the portrait, then assemble the puzzle.
19. Lay the purple ghost to rest.
20. Push the walls to rotate the room.
21. Hit the switch, enter Phantom Ganon's chamber.



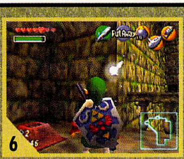




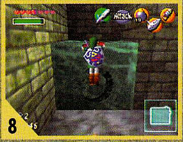
In tune with the wilderness, Link's childhood friend Saria would spend hours upon hours playing songs beneath the forest's canopy of leaves. By imprisoning her in the Forest Temple, Ganondorf hoped to keep her in the woods for eternity.



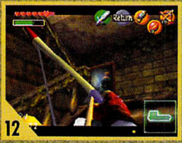
The block bears the mark of the Temple of Time, and a timeless ocarina melody should make the obstacle disappear.



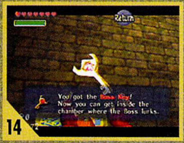
The hookshot can latch onto the bull's-eye targets, so shoot the one above the balcony to reach the switch.



Follow the yellow arrows painted on the floor as you push the blue block, then climb it to reach the red block.

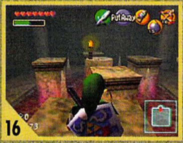


Summon a Poe by shooting each of its portraits. When aiming, keep your distance or your target will vanish.

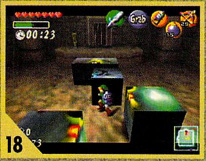


You got the Boss Key! Now you can get inside the chamber where the Boss lurks.

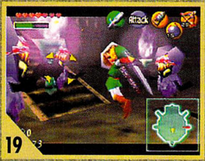
To straighten the twisting hall so the Boss Key chest is on the floor, shoot the eye above the door at 13.



Stand on the revolving column, then send an arrow through the torch and into the frozen switch to defrost the ice.



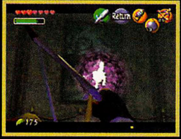
When you shoot the portrait of Amy Poe's ghost, five puzzle blocks will appear. Amy won't materialize until you solve the puzzle, so push the pieces together to form her picture. Since one block is a decoy, organize only four of them.



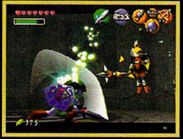
Once you've exorcized her sisters, Meg will appear in the foyer. To confuse you, she'll conjure up three Meg look-alikes. The four will circle around you, but only the real Meg will spin in place before the spooks begin their orbit.

PHANTOM GANON

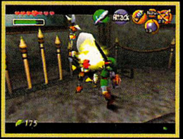
Walk to the center of the ring, then head for the exit. As you try to escape, Phantom Ganon will rear his ghostly head before riding his horse into one of the six paintings on the wall. The ghost will ride out of one of the pictures, so keep an eye on all six and your back to the wall by stationing yourself on one of the Triforces painted on the perimeter of the arena.



Shoot arrows at the phantom as he rides out of a painting. He'll retaliate with an energy blast, but you'll be at a safe distance if you're standing on a tiny Triforce.



When he leaves the paintings and his horse, Phantom Ganon will hover over the arena, pitching balls of energy at you. Deflect his shots by batting your sword at them.



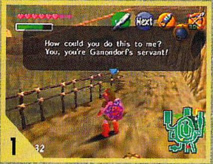
Keep swinging your sword to return his volleys until his energy ball hits him. When he tumbles to the ground, sink your hookshot into him, then slash him with your sword.

GORON CITY

Much of Hyrule has changed during Link's seven-year slumber in the Temple of Time. Ganondorf's evil has seeped into Kokiri Forest to poison the once-isolated woodlands with monsters and beasts so horrible that the Kokiri children no longer venture out of their homes. Fearing that Goron City has suffered the same fate, Link returns to check up on his cave dwelling friends but will find the place to be abandoned save for one Goron youngster.

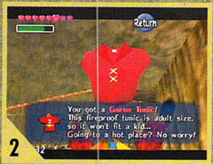
LINK'S OBJECTIVES

1. Use a bomb to stop the rolling Goron.
2. Receive the Goron Tunic.
3. Pull the statue in Darunia's chamber.



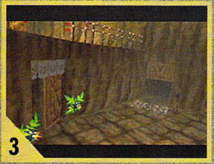
How could you do this to me?
You, you're Ganondorf's servant!

A lone, balled-up Goron rolls along the circular path that loops around Goron City. To make him pull over and talk to you, throw a bomb at him.

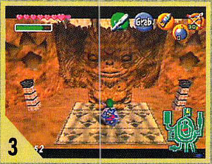


You got a Goron Tunic!
This fireproof tunic is adult size, so it won't fit a kid...
Going to a hot place? No worry!

Once the Goron stops, he'll reveal that Ganondorf has imprisoned the other Gorons. To help Link free them, the Goron offers the Goron Tunic, a heat-resistant suit able to withstand the heat in the Fire Temple.

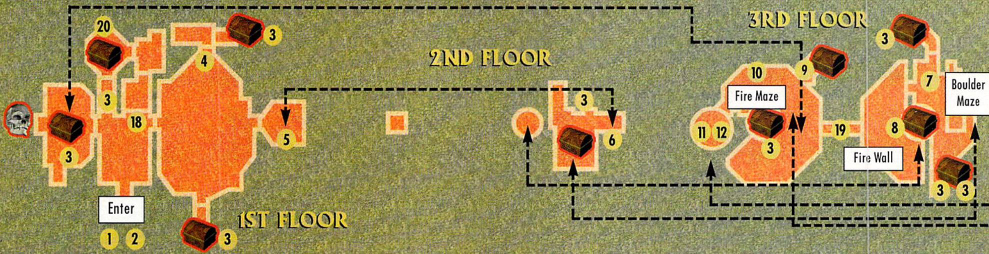


The Fire Temple simmers near the rim of Death Mountain Crater. According to the roly-poly Goron, his city is connected to the crater, and the chamber of his father, Darunia, holds the hidden passage.

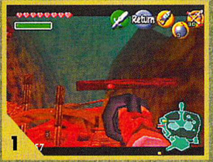


Enter Darunia's chamber, then drag the statue that stands in the back of his room. Behind the statue is the entrance to boiling Death Mountain Crater, so slip into your Goron Tunic before stepping into the heat.

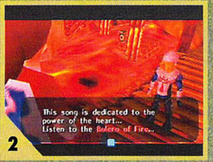
FIRE TEMPLE



Only with the Goron Tunic and hookshot can you endure and overcome the fire and brimstone that seethes in the Fire Temple. And only with the longshot—the Water Temple's improved hookshot—and the Scarecrow's Song will you be able to reach the Fire Temple's hidden rooms. Exploring them isn't necessary in your quest, but it can make you richer. If the scarecrow has taught you his song, play it at point 7 on top of the boulder maze. When the scarecrow appears, anchor your hookshot to it, then pull yourself up to reach the elevator that will raise you to the hidden room.



To cross the broken bridge, launch your hookshot at the solitary plank that reaches over the bridge. When the hook pierces it, the chain will reel you across the gap and over the lava bubbling below.



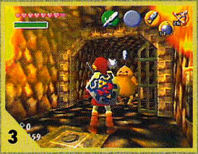
This song is dedicated to the power of the heart...
Listen to the Bolero of Fire...

When you cross the bridge, Sheik will appear out of hot, thick air. The Sheikah will teach you how to play the Bolero of Fire, a hot tune that will instantly teleport you to the Death Mountain Crater.

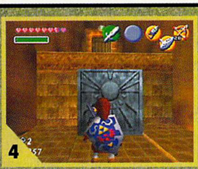
LINK'S OBJECTIVES

1. Use the hookshot to cross the bridge.
2. Learn the Bolero of Fire.
3. Free the imprisoned Gorons.
4. Play the Song of Time.
5. Climb the fence, then push the block onto the geyser.
6. Push the block, climb it, then shoot the switch.
7. Enter the upper level of the Boulder Maze.
8. Get the map.
9. Get the compass.
10. Hit the switch to extinguish the fire barrier.
11. Defeat the Flare Dancer.
12. Ride the central platform up.
13. On the overlooking ledge, shoot the switch.
14. Hit the switch to get the Megaton Hammer.
15. Hammer the switch to access the stairs.
16. Weigh down the switch with a crate.
17. Ride the platform down by hammering it.
18. Hammer the stone idol out of the way.
19. Play the Song of Time and hammer the switch.
20. Get the Boss Key.

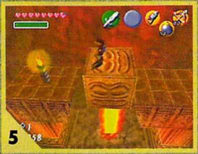
The rock-eating Goron leader proudly stands up like a mountain for his people. When Ganondorf imprisons nearly the entire population of Goron City to offer as sacrifices to Volvagia the dragon, Darunia takes up the hunt to trap the serpent in the smoldering flames of the Fire Temple.



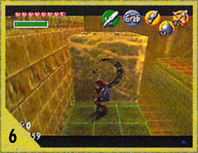
3 Link must free the Gorons from their cells. Locked up with most of them is a key that will gain entry to yet another cell.



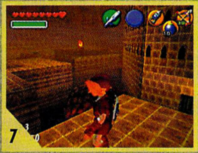
4 The moving sounds of the Song of Time can reposition the block so you can reach the lower passage or the one on the upper ledge.



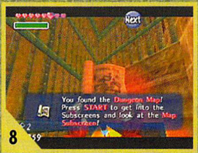
5 After scaling the chain-link fence, leap to the block. Shove it onto the flaming geyser, then ride your fire-propelled elevator.



6 Move the block, scale the grating on the wall, then shoot the switch from the overlooking ledge.

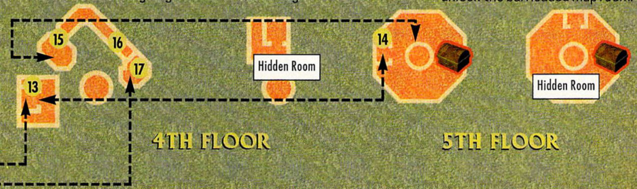


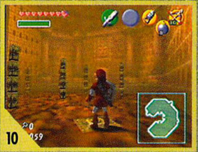
7 To reach the boulder maze's upper level, enter the fire wall room and exit through the door at 7.



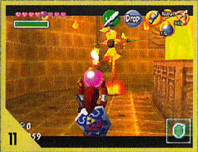
You found the Dungeon Map! Press START to get into the Subscreens and look at the Map Subscreen!

8 Exit the maze at the door near 7, then shoot the eye switch to unlock the barricaded map room.

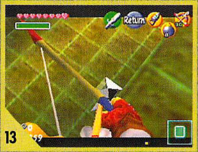




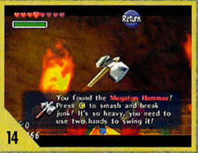
10 Enter the door near the fire maze's spinning, flame-spewing column. When you emerge in the maze's right half, head to the switch.



11 Throw bombs at the Flare Dancer's solid core to smother its fiery limbs, then slash its spherical body with your sword.

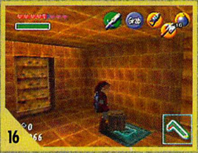


13 The switch will withdraw the curtain of fire for a few seconds, so give yourself a head start by shooting the switch from above.

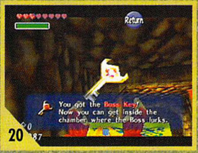


You found the Megaton Hammer! Press Ⓒ to smash and break junk! It's so heavy, you need to use two hands to swing it!

14 After tripping the switch, race up the winding staircase to claim the Megaton Hammer before the fire that surrounded it reignites.



16 A hit from your hammer can make the floor collapse into steps, and the weight of a crate can keep the downstairs switch activated.

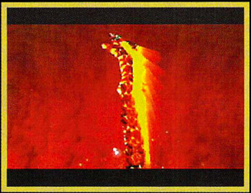


You got the Boss Key! Now you can get inside the chamber where the Boss lurks.

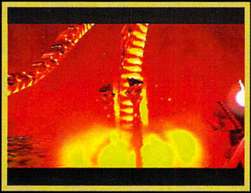
20 Once you've snagged the Boss Key, return to the room where you found Darunia to unlock the lair of Volvagia.

VOLVAGIA

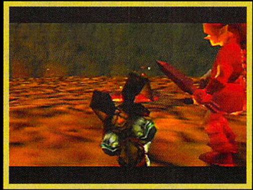
Out of the fire and into frying pan Link will go. The Hylian will battle the dragon on an island floating in lava. From one of the several holes burrowed through the island, Volvagia will peek its head out and lash at you. When it rears its flaming head, slam it to the ground by swinging your hammer. The dragon will then take flight either to unleash a hailstorm of falling rocks or to trap you within the coils of its snaking body.



In general, you can foil the boss enemies with the new weapon you found in their dungeons. Follow up the assault with a hack attack courtesy of your sword.



When Volvagia emerges from the pit, go on the defensive to dodge the dragon and falling rocks. Once the serpent retreats, ready your hammer for retaliation.



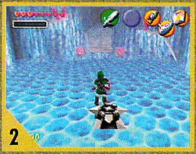
Hammer Volvagia whenever it pops its head out of the hole. After several Megaton swings, you'll pound out a victory and the right to the Fire Medallion.

ICE CAVERN

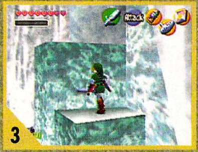
When you return to Zora's Domain, the once-bubbling springs that overflowed with schools of fish-people will be replaced with a cold and lifeless cave blanketed in ice. The only Zora present will be King Zora, who will be chilling in a tomb of red ice. Magical Blue Fire will thaw out the frozen king, but the supernatural flames burn only in the Ice Cavern. To begin your expedition, trudge behind the king's throne and enter Zora's Fountain. Walk to the landing where Lord Jabu-Jabu floated years ago, then hop across the iceberg stepping-stones that dot the water to reach the mouth of the cave.

LINK'S OBJECTIVES

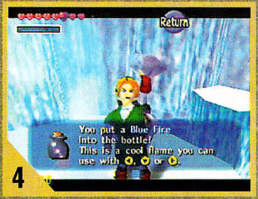
1. Enter the Ice Cavern through Zora's Fountain.
2. Dodge the Blade Traps.
3. Collect the five silver rupees.
4. Fill all of your empty bottles with Blue Fire.
5. Melt the red ice to get the map.
6. Melt the red ice to enter the passage.
7. Melt the red ice to get the compass.
8. Slide the platform to the reach the locked door.
9. Battle the White Wolfos.
10. Find the Iron Boots.
11. Learn the Serenade of Water.



While Freezzards blow paralyzing gusts, Blade Traps cut across your path in their pointedly destructive patrol, so be sharp in timing your jaunt across the chamber.

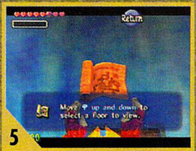


By collecting the five silver rupees, you'll unlock the upper door. Pace yourself behind the whirling blade as it whisks by three of the rupees. A fourth rupee lurks behind a wall of stalagmites, and the final rupee floats above the propeller.



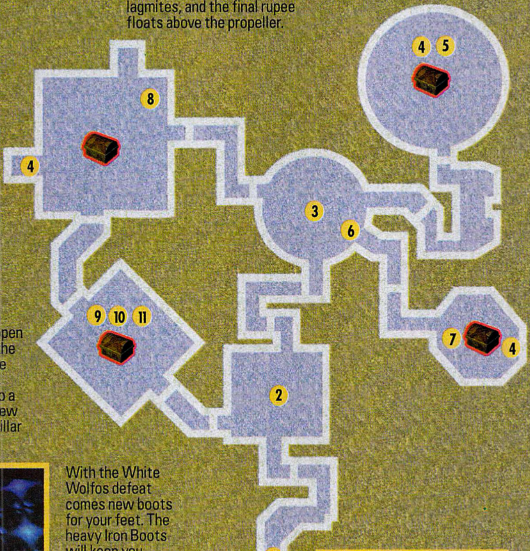
You put a Blue Fire into the bottle!
This is a cool flame you can use with ◁, ▽ or ▷.

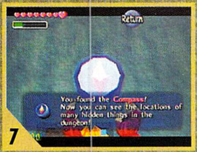
Fill all your empty bottles with Blue Fire. Only the indigo inferno can melt red ice, and many passageways and items are frozen in crimson. Before returning to Zora's Domain, leave the Ice Cavern with a full bottle of Blue Fire so you can defrost King Zora.



Move ✚ up and down to select a floor to view.

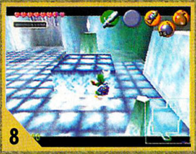
Before one of the Freezzards can exhale its icy breath, fire your hookshot at the foe, then slash it. When you've shattered them all, defrost the chest with Blue Fire.



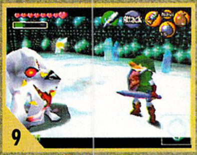


You found the Compass!
Now you can see the locations of many hidden things in the dungeon!

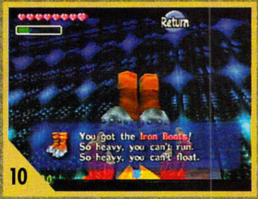
Return to the room fanned by the ice propeller, then melt the red ice at 6 to enter the corridor. Encased in red ice behind a grove of stalagmites chills the compass.



Collect all of the silver rupees to open the locked door. Begin by pushing the platform to the ledge where red ice freezes a rupee. Collect the jewel, shove the platform into a corner so a new slab appears, then push the new platform from one rupee-capped pillar to another.



The White Wolfos will doggedly shield itself from your attacks, so keep it targeted and keep swinging your sword. If you relentlessly wield your blade, you'll land a hit when the wolf drops its guard to attack.



You got the Iron Boots!
So heavy, you can't run.
So heavy, you can't float.

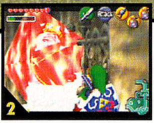
With the White Wolfos defeat comes new boots for your feet. The heavy Iron Boots will keep you grounded when you walk underwater, and they'll keep you anchored to the floor when strong gusts blow.

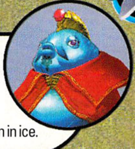
Once you earn your new boots, Sheik will appear and teach you the Serenade of Water, a pacifying tune that will magically transport you to Lake Hylia. The ever-elusive Princess Ruto was last seen there, but before you conduct your search, return to Zora's Fountain to revisit the king.

ZORA'S FOUNTAIN

LINK'S OBJECTIVES

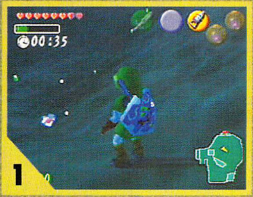
1. Collect the Piece of Heart on the fountain floor.
2. Defrost King Zora to earn the Zora Tunic.
3. Play the Serenade of Water.



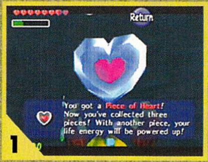


Years ago, King Zora sat motionless on his throne. A victim of Ganondorf's cold-hearted plot, he now sits motionless, frozen in ice.

As you leave the Ice Cavern, try your Iron Boots on for size, then clank to the bottom of the fountain. A timer will appear in the upper-left corner of the screen to tick away the seconds as Link's air supply gets used up. Collect the Piece of Heart in the center of the basin, then remove your boots to surface. Swim to shore, then slosh back to the frozen King Zora. When you reach his throne, open a bottle of Blue Flame to defrost him, then listen as he shivers out his gratitude. The king will grant you a Zora Tunic and ask you to find his daughter, who has wandered off to Lake Hylia.

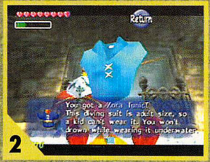


At the Ice Cavern's entrance, put on your Iron Boots, then dive into the fountain. The iron soles of your boots will prevent you from floating and send you straight to the lake floor. Before your limited oxygen supply expires, stomp to the center of the reservoir to capture the Piece of Heart.



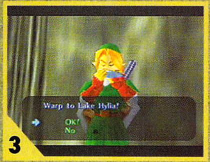
You got a Piece of Heart!
Now you've collected three pieces! With another piece, your life energy will be powered up!

After collecting the Piece of Heart and neighboring rupees, put your Kokiri Boots back on so you can float to the surface. If you don't reach the top before the time runs out, you'll sleep with the fishes in a watery grave with Iron Boots.



You got a Zora Tunic!
This diving suit is adult size, so a kid can't wear it. You won't drown while wearing it underwater.

Once thawed, King Zora will warmly offer you the Zora Tunic, a special suit that will allow you to breathe underwater. When paired with Iron Boots, it will make for worry-free, deep-sea exploration, as well as one slick fashion statement.

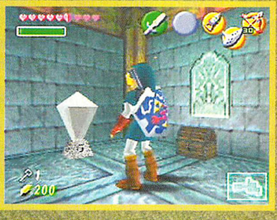


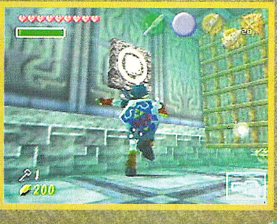
Warp to Lake Hylia!
OK!
No

Princess Ruto has disappeared into the Water Temple submerged in the depths of Lake Hylia. As soon as you've added the Iron Boots and Zora Tunic to your wardrobe, play the Serenade of Water to teleport close to the temple's doorstep.

THE WATER TEMPLE AND BEYOND

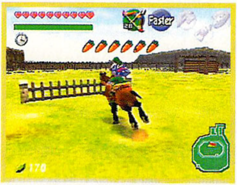
Only with the Zora Tunic and Iron Boots can Link sink into the Water Temple. Beneath the depths of the underwater shrine, Link will have to locate three magical floodgates that control the areas that he can and cannot reach. In addition to switching the water levels, Link will have to alternate between wearing Iron and Kokiri Boots while using his hookshot to wrangle giant clams and wrestle with the watery tentacle of Morpha. Link's battles will take him to the Sage of Water, whose identity is submerged somewhere in the temple, but the dungeon is flooded with puzzles and beasts so unfathomable that Link just may have waded in over his head.



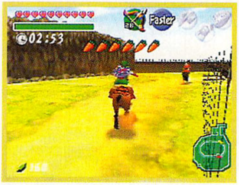


HORSING AROUND

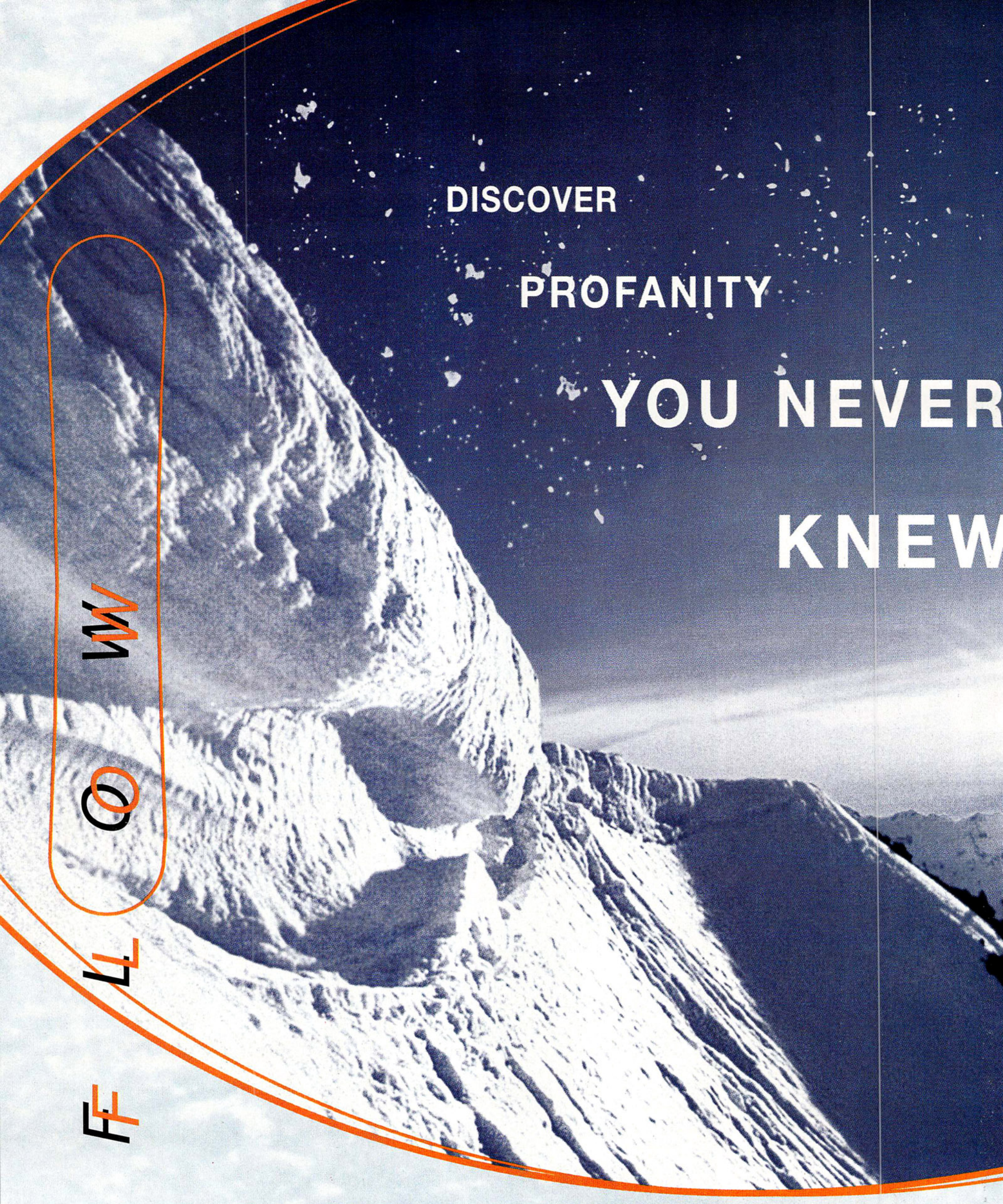
Hyrule can be too much land for a Hylian to handle, so you may want to speed your travels by riding horseback. To let Epona's hooves do the walking while you do the riding, journey to Lon Lon Ranch for a chance at winning the horse. Pay Ingo for riding lessons, then ride again after you've been trained. When you target Ingo to talk to him, he'll challenge you to a race. If you can beat him two races in a row, you'll get to keep Epona.



Press the A Button to make Epona run faster. With every push of the button, you'll use one carrot from your collection. The meter will refill after a few seconds, so pace your speed boosts so you're never out of carrots.



Ingo will give himself a head start in the second race, so catch up by using all your carrots at the get-go. Once you've won the horse, play Epona's Song to call her. As long as you're in Hyrule Field, your horse will come trotting.


DISCOVER
PROFANITY
YOU NEVER
KNEW
FLOW

MIDWAY

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EXISTED.

front mute spin or human corkscrew?

jumps this high normally require parachutes.

the pipe is for stunts that smoke.

air this phat eats huckers for breakfast.

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rip the groomers. bust out the aerials. DO THINGS MAN WASN'T MEANT TO DO.
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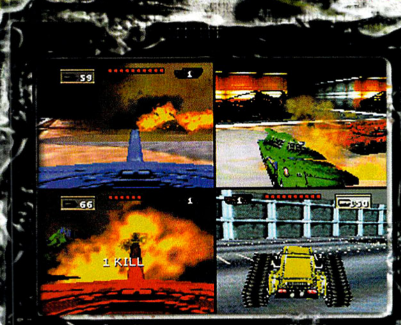
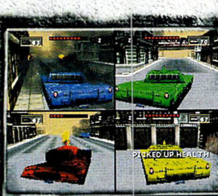
there ain't no coming
back.there ain't no coming back.there
ain't no coming back.

BATTLETANX™

LOVE AND WAR—WHAT IS IT GOOD FOR? 3DO'S BATTLETANX FOR THE N64 BREAKS DOWN THE BARRIERS AND SHOWS THAT DESTRUCTION IS SOMETHING YOU CAN SHARE WITH YOUR LOVED ONES AND FRIENDS.

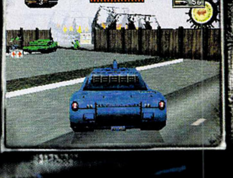


THE YEAR 2001 BUG

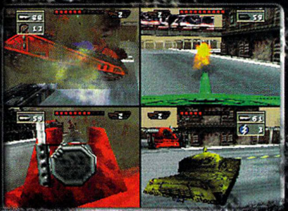


You can team up or play individually in the multiplayer modes. The tanks appear in four colors to make identification easy.

According to the story line in BattleTanx, the new millennium gets off to a rather poor start. Forget the computer bug in 2000. The real mess begins when 90% of the human female population succumbs to a virulent plague in 2001. War erupts. Governments collapse. The surviving women become "Queens," ruling over urban gangs armed with powerful tanks. Into this madness steps our hero, Griffon Slade. His girlfriend, Madison—one of the lucky survivors—has been whisked away from New York to San Francisco. His job—your mission—find her! It's like the Love Boat with 80mm rounds. As Griffon Slade, players must pass through the gauntlet run of 17 stages using three tanks and enough ammo to destroy four major cities. But that's just the beginning, because BattleTanx also features one of the best multiplayer games ever.



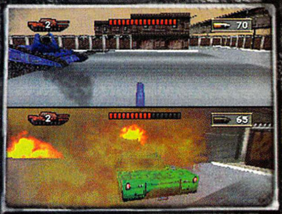
Players collect items such as repair kits or special weapons to keep their tanks moving.

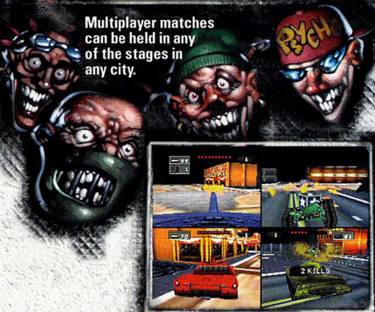


FUN FOR ALL, AND ALL FOR FUN

When 3DO's president, Trip Hawkins, decided to create an N64 game, he asked Nintendo of America chairman, Howard Lincoln, what types of games the N64 library needed. "Multiplayer," Howard advised. Trip agreed and the concept of BattleTanx soon took shape. In its three multiplayer modes—Death Match, Capture the Queen, and Attrition—BattleTanx reaches its purest form.

Forget all that plague stuff–this game is really about chasing, hiding, collecting super weapons and blowing up cities. It's fast, it's fun, and it's explosive. It's GoldenEye 007 on armored treads. The so-called Family Mode features a simple two-button controller configuration, making it a snap for anyone to join in the action. In a visit to 3DO's HQ, we dueled with the development team and we all happily blew each other to pieces for an hour. They even have a couch in the middle of the office so team members can ("carry out critical tests") play in comfort.



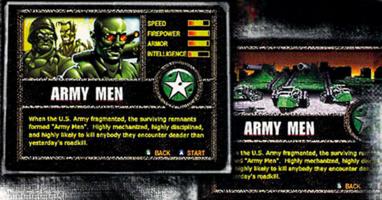


Multiplayer matches can be held in any of the stages in any city.

THERE GOES THE NEIGHBORHOOD

Back in the one-player world of Griffon and Madison, BattleTanx presents an ever- increasing challenge. The first stages in New York have smaller maps and less aggressive gang enemies than the final stages in San Francisco. The development team estimates that later stages will take up to an hour to complete, but we estimate that it could take even longer. In between, players will rumble through Chicago and Las Vegas, not to mention Area 51 where they'll be tested against alien technology. Virtual tank commanders can choose Campaign Mode, in which they'll collect new tanks as they progress, thus becoming sort of traveling gangs of their own. Or they can let the computer run their team tanks in Battlelord Mode. Players will also be able to customize the difficulty setting, giving the CPU a handicap to make things a bit easier.

Nine different gangs, including renegade army men and mutant freaks, will do anything to protect their Queen. Each gang has distinctive attributes and preferences for certain types of tanks. They also detest trespassers.

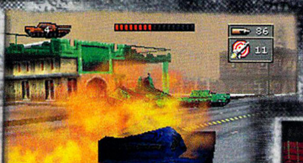


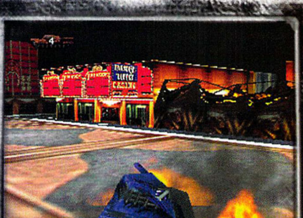
ARMY MEN

When the U.S. Army fragmented, the surviving remnants formed "Army Men". Highly mechanized, highly disciplined, and highly likely to kill anybody they encounter deader than yesterday's roadkill.

ARMY MEN

the U.S. Army fragmented, the surviving re
ed "Army Men". Highly mechanized, highly di
highly likely to kill anybody they encounter de
erday's roadkill.





Strategies can range from ambushing enemies to blowing up buildings in order to create line-of-sight opportunities.

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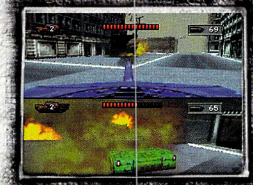
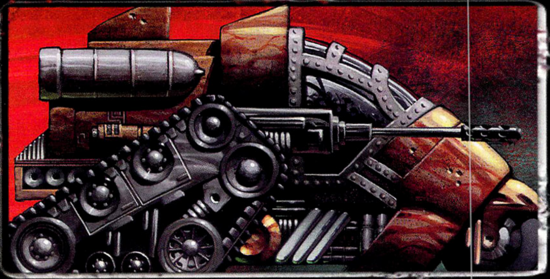
GOTTA GET ME ONE OF THOSE

BattleTanx features three types of tanks, which players use in different situations. In multiplayer mode, players choose between the big M1 A1 battle tank or the zippy motorcycle tank. During story modes, players will also take over the giant Goliath tanks at times. These monsters are mounted on rails, so they have limited movement. After a stage is completed, players earn a bonus round in which they man a Goliath while three waves of attackers swarm in. The M1 A1 is really the premier vehicle. It's heavy enough to run through things and its man gun is powerful enough to wreak havoc on enemy tanks and buildings. The smaller motorcycle tank has the advantage of speed, but its main gun is more of a pea shooter.

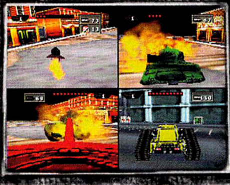


Players can view the action in third-person from behind their tank or in first-person in the hatch.

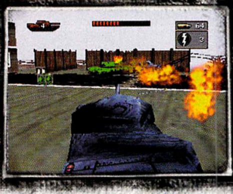


THE BEST TOYS ALWAYS GO BOOM!

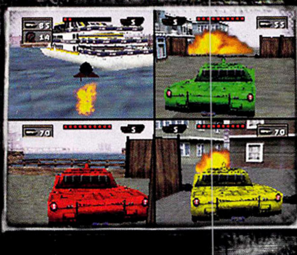
Should anyone think that BattleTanx is some sort of military tank simulation, the list of armaments available to the tank drivers should dispel the notion. 3DO wanted lots of fun and lots of action, not lots of reality. At the time we visited 3DO, they were planning on including about 12 special weapons that could be picked up during play. The coolest of the weapons were already in the game. The swarm missiles are three zig-zagging missiles that will take out virtually anything in front of you, even if your aim is lousy. The guided missile is just the opposite. It's as if you're riding the streaking missile, guiding it to the target through the canyons of city streets. But best of all, there's a little nuke, just big enough to vaporize a few city blocks and everything in them.



Players will select and fire a dozen special weapons, such as the guided missile.

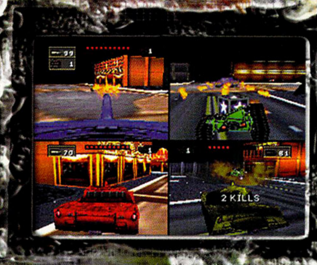


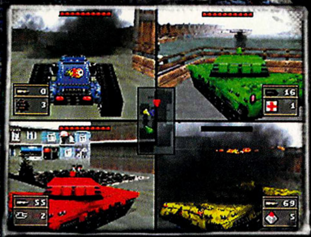
In additon to the tank's main turret, players can use weapons found in the rubble of buildings.



EXPLOSIVE REPERCUSSIONS

The art of BattleTanx is what makes the game experience come alive. 3DO set out to create realistic looking cities, but that was just the beginning. They also wanted to be able to blow up the cities. They began with maps of the four cities where the game takes place. Players will notice that architecture, actual landmarks, and even street names are taken from the real world locales. The team also included four levels of destruction for all the buildings. That means players can inflict increasing damage on a structure before it's destroyed. And finally, the BattleTanx animators created some spectacular graphics effects for explosions. If you blast a gas station, for instance, the place goes up in a huge, rolling ball of flame. And if you launch one of the nukes, you'll see the expanding shockwave radiating out from the explosion.

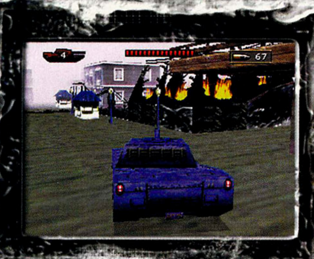




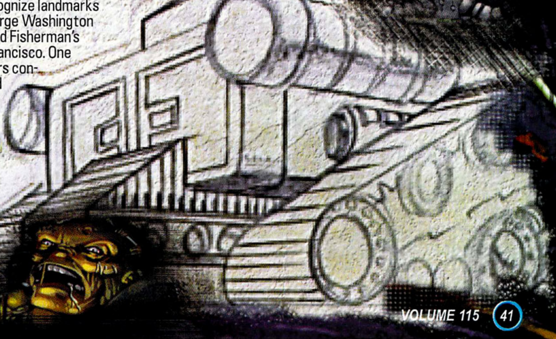
The lingering smoke from all the explosions adds to the reality and the fog of war.

TRIP'S TEAM

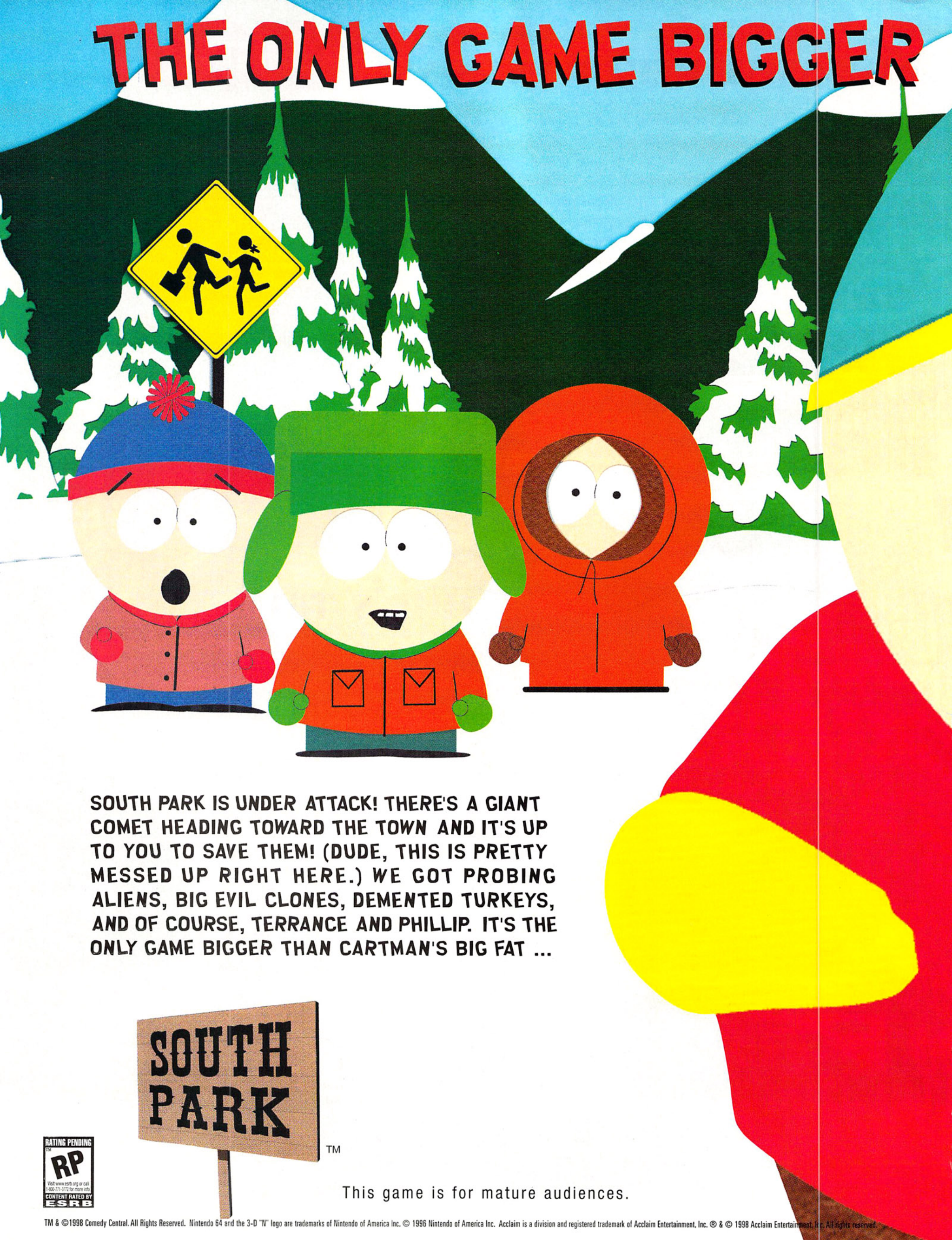
Trip Hawkins has always been known as one of the vision guys when it comes to computer entertainment, an entrepreneur who gets to the next level before anyone else knows where that level is. That's how 3DO got started in the first place. Now, in it's role as game developer, the 3DO team hopes to go where no one else has gone. With BattleTanx, which will be released this coming January, it has achieved two notable firsts. It's the first tank game for the N64, and the first N64 game that is designed primarily as a multiplayer game. It also includes Rumble and Controller Pak support, cinematic cut scenes to fill out the wacky love story, and ripping sound, particularly for the explosions. Just as 3DO has learned that CD-ROMs aren't the only medium for games, Nintendo has learned that sometimes your competitors can be your allies. 3DO plans to release three more titles in 1999 for the N64. If they're anything like BattleTanx, we're all in for a treat.



Players will recognize landmarks such as the George Washington bridge in NYC and Fisherman's Wharf in San Francisco. One of the developers confessed that he'd always wanted to blow up Fisherman's Wharf, and now he could finally do it.



THE ONLY GAME BIGGER



SOUTH PARK IS UNDER ATTACK! THERE'S A GIANT COMET HEADING TOWARD THE TOWN AND IT'S UP TO YOU TO SAVE THEM! (DUDE, THIS IS PRETTY MESSED UP RIGHT HERE.) WE GOT PROBING ALIENS, BIG EVIL CLONES, DEMENTED TURKEYS, AND OF COURSE, TERRANCE AND PHILLIP. IT'S THE ONLY GAME BIGGER THAN CARTMAN'S BIG FAT ...

SOUTH PARK™

RATING PENDING
RP
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CONTENT RATED BY ESRB

This game is for mature audiences.

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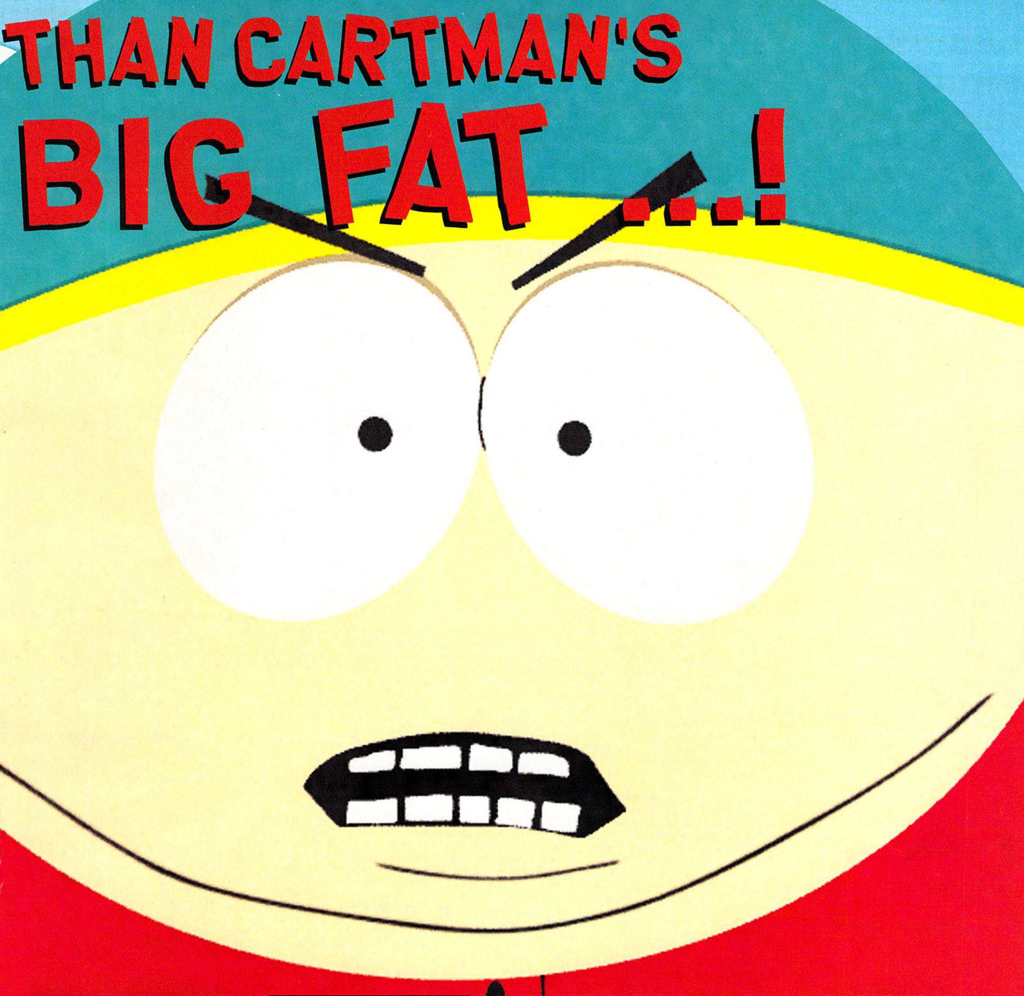

Hello there children!

With this new Cow-Launcher, people will really respect your AUTHORI-TAH!

Dozens of sweet environments without any lame, tree-hugging hippies!

HOWDY HO your way through mega multi-player action!

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PC CD-ROM

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BODY HARVEST™

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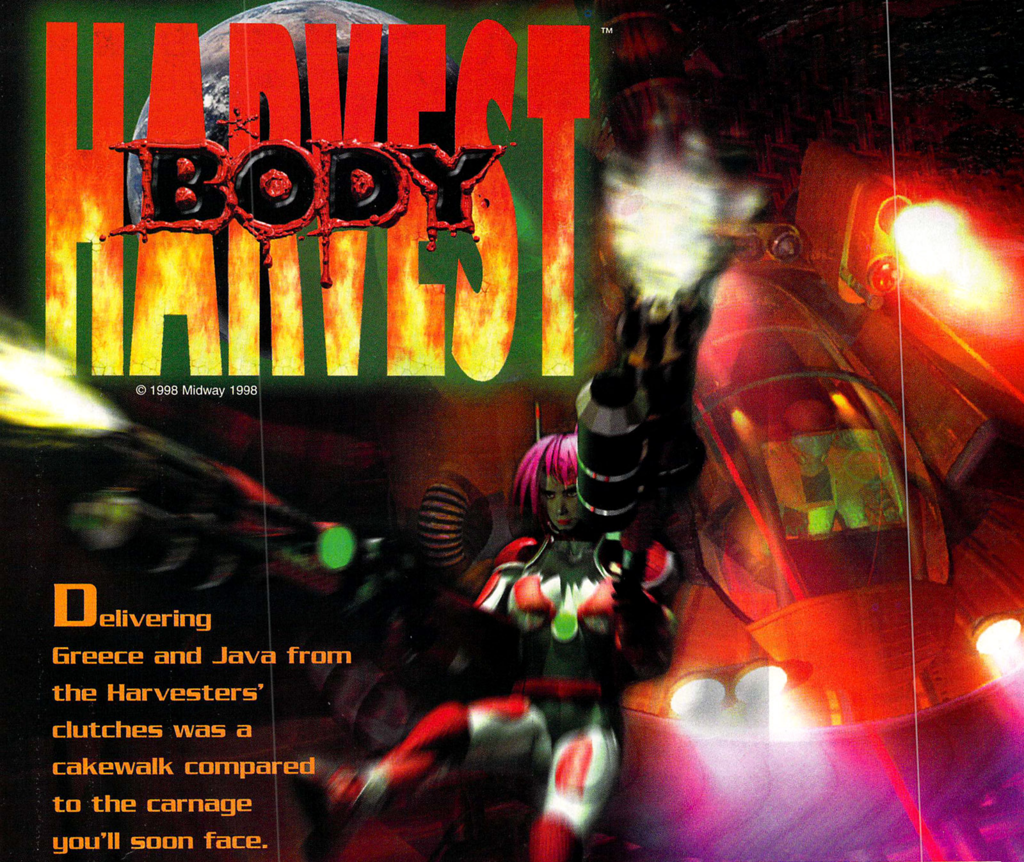


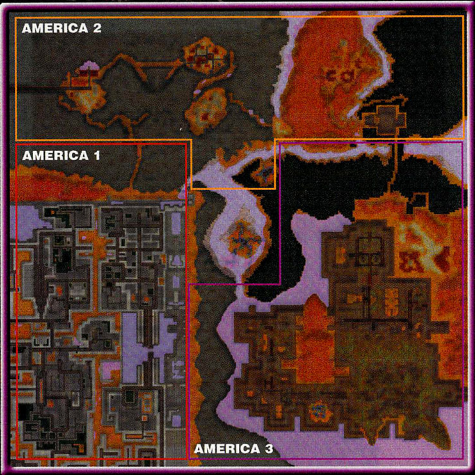
Delivering Greece and Java from the Harvesters' clutches was a cakewalk compared to the carnage you'll soon face. You're going to need more than a fly swatter though, because this is one encounter that's going to be too close for comfort.

tHE bUG StOPS HERE

The Harvesters are still seething from your one-man onslaught in Greece and Java, but it's hard to keep a good bug down. While you were busy cleaning up the Acropolis, the ravenous aliens were fortifying their positions in America and Siberia. So, jump in the Alpha One and get back to the future! Bug blasting may be fun, but who said it was easy? With an oversized exosuit and Nintendo Power's strategy review by your side, this will be one history lesson those bugs will never forget.

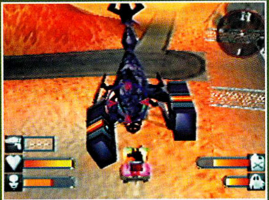
AMERICA 1966

The Beatles may have been big in 1966, but these bugs are bringing the house down. Small town America is the perfect smorgasbord for the Harvesters, so it's up to you to navigate the sewers, save the children and be home in time for Gunsmoke.



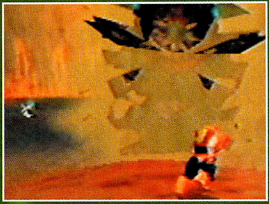
KNOW YOUR FOE!

SCORPIGUN



It takes two to tango, and this cannon-fisted horror thinks you would make a great dance partner. Just pray he doesn't want to lambada.

BJERKEWORM



Take baby steps when these sand-suckers are underfoot. Armed with a voracious appetite, these purple-headed worms are a force to be reckoned with.

TANKS, HELICOPTERS, AND MR. LOLLY?

You're going to need all the wheels and wings you can get your grubby paws on. Each vehicle has a special function and fuel is limited, so drive with a cool head.

SAND MINX

This desert bandit is the best ride to tame the dunes if you're in a hurry. And you had better be in a hurry!

MILLLER JP3

Standard issue jeep? Pour a little Nitro in this baby's gas tank, and it becomes anything but "standard issue."

S.P.D. PATROL

The police are helpless when it comes to turning back the Harvesters, but their trucks sure are useful.

RAPIER LAUNCHER

"Bing-badda-boom" go the cannons on this brute. It's excellent for slaying bugs, but too slow to go the distance.

RGM PATRON

The aliens' firepower may knock a jeep off the road, but they'll need more juice if they want to dent this beast.

CHECKER CAB

"Where can I take ya?" asks the cabbie. "Anywhere, as long as it's outta town," you reply.

TIPPER

After you're done mopping up the town, they're going to need a whole fleet of dump trucks to haul off the pieces.

MONSTER BUG

Wo ist mein Auto? It's right here, pal, souped-up and with enough air in the tires to float across the Riviera.

MR. LOLLY

Chocolate for Johnny. Strawberry for Susie. Your favorite flavor? Bug-burning berry, with a cherry on top.

V-8 HI BOY

Wheels fit for the King. When the need is speed, this hot rod is your ticket to fly. Cool shades not included.

DUSTY

This greased lightning has seen better days, but it's still hot for cruising the dry aqueduct and stomping bugs.

EDZIL

Here's an oldie, but a goodie. Consider these wheels your first ride until you can trade up to something sleeker.

HUEY

This chopper can safely take off and land anywhere, like the hollowed-out carcass of a dead Harvester.

HUGH'S 500

Do you think the hospital will mind if you borrow their copter? Just return it in one piece after you rub out the aliens.

SCHOOL BUS

Admit it, you always wanted to take one of these for a joy ride and tear up the neighborhood. Now's your chance.

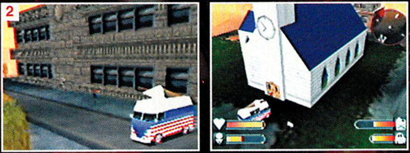
AMERICA 1

Waist-deep in the sewers wasn't how you thought you'd see America, but saving the world ain't necessarily a glory job. After playing Pied Piper, you need to take to the streets and the skies in a hot rod and a helicopter, wipe out the Processor and free the area.

OBJECTIVES

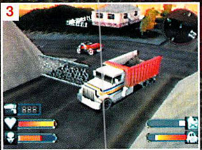
1. GAIN ACCESS TO ALL MAIN SECTIONS OF THE CITY.
2. LEAD THE SCHOOL CHILDREN. TO THE CHURCH.
3. USE THE HEAVY TRUCK TO BREAK THROUGH THE FENCE.
4. JUMP THE BRIDGE WITH THE CAR.
5. ACCESS THE STORM DRAIN.
6. ENTER HASALL HOSPITAL GROUNDS.
7. ACCESS THE HOSPITAL ROOFTOP.
8. DESTROY PROCESSOR.

LEAD THE SCHOOL CHILDREN TO THE CHURCH



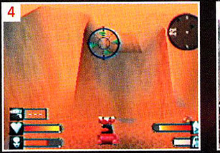
Kids don't just scream for ice cream. They also scream at gaping bug jaws, so use Mr. Lolly to lead the children to safety.

BREAK THROUGH FENCE



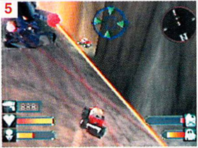
Dump truck or school bus? The choice is yours, but the only way to break through the fence is with some heavy metal.

JUMP THE BRIDGE



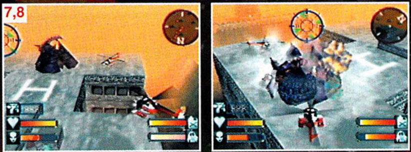
Roads? Where you're going, you don't need roads.

ACCESS STORM DRAIN



The only way to access the hospital is via the storm drain. Once you're across, use the Monster Bug to make it to the grounds.

ACCESS ROOFTOP & DESTROY PROCESSOR



It's not nice to steal, but the end of the world makes for a good exception. Hijack the helicopter and swoop around the processor to avoid putting scratches on your "borrowed" vehicle.

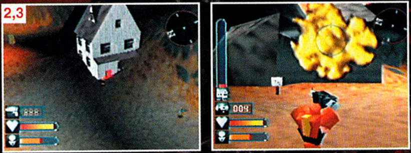
AMERICA 2

There's no better place for an inter-species showdown than the desert. Come high noon, you'll need to arm yourself with everything from hard-hitting artillery to ageless Native American mysticism if you want to survive this dusty duel.

OBJECTIVES

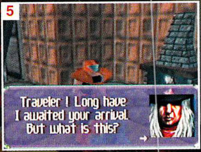
1. HEAD EAST TO BLACK FOOT GULCH.
2. LOCATE A ROCKET LAUNCHER.
3. CLEAR BLOCKAGE.
4. GAIN ACCESS TO THE MILITARY OUTPOST.
5. GO TO CHIEFTAIN PAYOHTEN'S HUT.
6. FIND THREE TOTEM PIECES.
7. RETURN TO CHIEF PAYOHTEN'S HUT.
8. EXPERIENCE THE VISION QUEST.
9. GO TO BASE STATION 508.
10. GET THE HELICOPTER.
11. DESTROY PROCESSOR.

LOCATE ROCKET LAUNCHER & CLEAR BLOCKAGE



Big booms clear big rooms. The half-buried house contains the rocket launcher. There's no way out of the Gulch unless you move that twisted pile of wreakage blocks the valley entrance. The half-buried house contains the rocket launcher. Shake the room with a biggity boom.

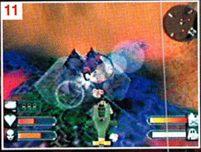
GO TO CHIEFTAIN PAYOHTEN'S HUT



Traveler ! Long have I awaited your arrival. But what is this?

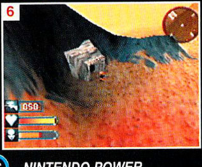
The chief charges you with defiling sacred ground. Should you make it up to him? Do you even have to ask?

DESTROY PROCESSOR



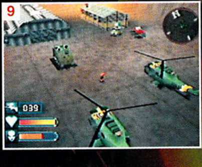
Helicopters are the easiest way to dispatch the alien processors. Surely the Army won't mind if you borrow one, right?

FIND 3 TOTEM PIECES



The elusive totem base can be uncovered if you don't walk on the light-colored square.

GO TO BASE STATION 508



The vision quest reveals the path to the army base. It also leaves you with a case of the mad munchies.

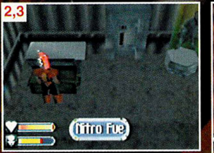
AMERICA 3

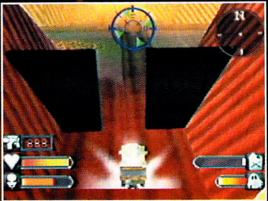
They were going to call it Area 52, but it just didn't have the same ring to it. The best technology Roswell had to offer has been engineered into the first manmade flying saucer at this base. But, the army isn't going to trust you with it right away.

OBJECTIVES

1. VISIT A HOUSE WITH AN OLD MAN INSIDE.
2. FIND NITRO.
3. PASS THROUGH MOTION-SENSING GATES.
4. GO TO ADMINISTRATION BASE.
5. FIND THE RED ACCESS CARDS.
6. LOCATE SMALL ALIEN ESCAPEE.
7. FIND COMM. TRANSLATOR.
8. RETURN TO ALIEN ESCAPEE.
9. RECEIVE SECONDARY GREEN ACCESS CARD.
10. DESTROY PROCESSOR.
11. GAIN ACCESS TO A UFO.
12. DESTROY 5 DOOMSDAY DEVICES.
13. DESTROY SHIELD GENERATOR.

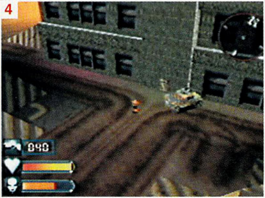
FIND NITRO & PASS THROUGH MOTION-SENSING GATES





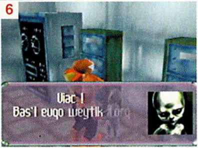
The gate will pinch you in half unless you get a running start and some extra kick from a scientist in the silver building.

GO TO ADMINISTRATION BASE



The administration building holds the red access card. Of course, you'll have to cut through plenty of red tape to find it.

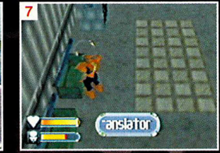
LOCATE SMALL ALIEN ESCAPEE



Viac I
Bas'l eugo weytlk

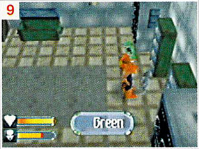
Not all aliens are bad, and after this Gray helps you out you should feel guilty for laughing at that autopsy video.

FIND COMM. TRANSLATOR



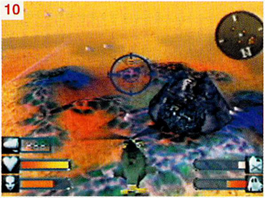
The translator is the only way you're going to understand the "moon man gibberish" that the lost alien speaks. Try asking where's the restroom in Martian.

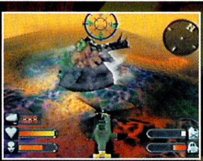
RECEIVE GREEN ACCESS CARD



Without the green card, you'll set off military alarms. That orange get-up, on the other hand, will set off plenty of fashion alarms.

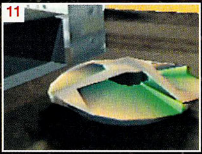
DESTROY PROCESSOR





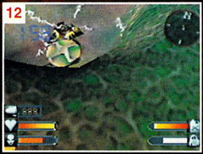
You know the drill: See processor. See parked Huey. See Adam steal parked Huey and shoot at processor. See processor explode. Live to see tomorrow.

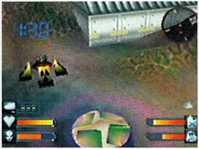
GAIN ACCESS TO A UFO



The insurance premium is sky-high, but after destroying the processor with the Huey, the Man in Black (not Johnny Cash, silly) will let you pilot the UFO.

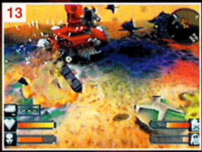
DESTROY FIVE DOOMSDAY DEVICES

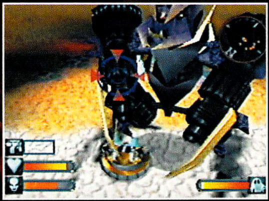




Five doomsday devices threaten to blow up the world. The clock is ticking. Are you trapped in a bad 50's sci-fi movie or what? Use the UFO to knock 'em out in time.

DESTROY SHIELD GENERATOR

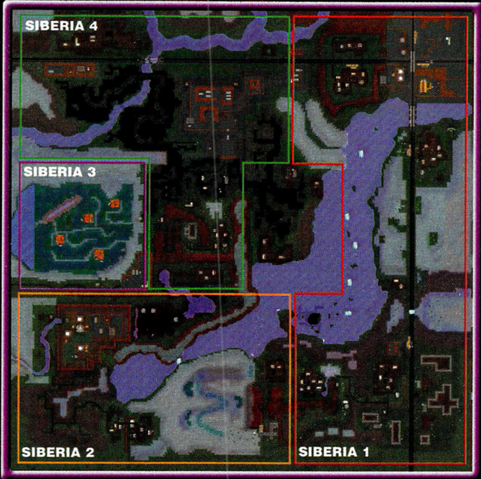




After you use the UFO to destroy the processor, you'll never want to go back to using a measly helicopter.

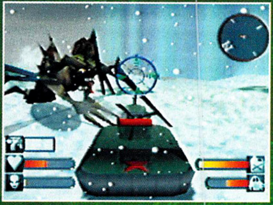
SIBERIA 1991

With all the firepower you need to defeat the Harvesters, you'll be the biggest thing to crash into Siberia since the Tunguska Blast of 1908. The cold hasn't slowed the bugs, so keep on your frost-bitten toes if you want to stay alive.



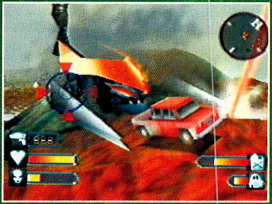
KNOW YOUR FOE!

SPIDERMEIER



Once this black widow grabs on, she won't let go. You can explain your fear of commitment all you want, but she has no interest in just being friends.

BOB



This greedy crawler doesn't feel like sharing you with the other bugs. Pull the trigger and teach him to share.

CHECK THIS HARDWARE

The cold war with the Harvesters is about to turn hot! The finest planes, trains, and automobiles that Mother Russia has to offer are at your disposal, so get ready for the ride of your lifeski!

APC

This all-purpose cruiser can blow a hole through a Harvester, and then drive right through it.

VLADACAR

Do you think Vladamir will mind if you borrow his wheels? Or would he prefer that you walk from battle to battle?

SCORPION RAV

It may look like a basic utility truck, but unfortunately, it's also basically useless.

SCUD MISSILE LAUNCHER

Scud missiles and itchy trigger fingers make Harvesters nervous. Use this machine and give 'em a heart attack.

PROTOTYPE-RNV

This prototype vehicle represents the latest in submersible tank technology. Now who's king of the sea?

FUELSKI

Tanker trucks full of highly flammable gas and laser-wielding aliens don't mix. Do the math.

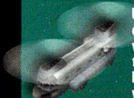
LOCOMOV

All aboard! This little engine that could still has enough oomph to help derail the Harvesters' nefarious scheme.

T-341 FIST

Anytime the Russian army offers you a choice of vehicles, you say "tanks." You're welcome.

HANGMAN B



Use this chopper only to save the rig workers. If you want to use it against the bugs then you might want to think twice.

COMBINE

The whirring blades on this machine will help you toss some alien salad. Toss a few zombies in the mix, too.

GUNBOAT N-64

This speedy boat can turn on a dime, provided you could make a dime float long enough to turn on it.

SPECTRE VTOL

Harvesters won't know you're coming in this stealthy fighter. That is, until you fire a missile up their noses.

POLOKOV 3850

This buckwild hovercraft can get you where you need to go, but be ready to crash into everything on the way.

MK3 HALLO

The buzzing of your rotors will be the last thing a Harvester hears before you plant a bullet in its gullet.

DOZER

Nuclear meltdown in less than a minute? A slow-moving bulldozer isn't the best choice, but options are limited.

SIBERIA 1

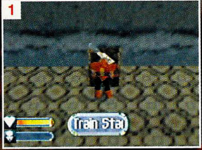
"It's not easy being green," sing the horde of zombies roaming the countryside. Of course, it's hard to hear their chorus above the rumble of the combine engine while you mow them down. Get to the train alive, and feel bad about it later.

OBJECTIVES

1. FIND THE STARTING HANDLE TO THE TRAIN.
2. GO TO PETROZANSK.
3. RETURN TO THE TRAIN STATION WITH THE STARTING HANDLE.
4. TAKE THE TRAIN NORTH.
5. BREAK THROUGH AVALANCHE BLOCKAGE.
6. FIND THE SOURCE OF GAS LEAKAGE.
7. FOLLOW THE TRAIN TRACKS TO THE FAR SOUTH.
8. GO WEST OVER MOUNTAINS.
9. GAIN ACCESS TO A BOAT.
10. DESTROY THE PROCESSOR.

FIND THE STARTING HANDLE

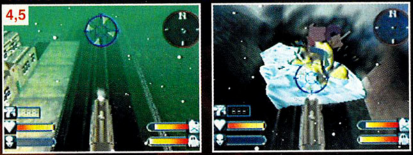
1



The poor conductor in Petrozansk will give you the starting handle. Give him a mint in return.

TAKE THE TRAIN NORTH & BREAK THROUGH THE AVALANCHE BLOCKAGE

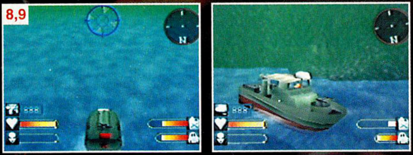
4,5



You think you can, you think you can, you think you can use the train to plow through the avalanche. You'd better hope there's enough "woo woo" in this choo-choo if you want to get north.

GO WEST & GAIN ACCESS TO A BOAT

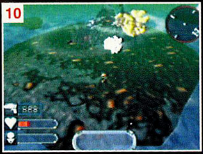
8,9



After you chase the runaway locomotive south, you'll need to go west. The hovercraft at the barracks steers like a bathtub, but it's the only way to reach the processor.

DESTROY PROCESSOR

10



The hovercraft can take a lot of damage, but now is not the time to dawdle.

SIBERIA 2

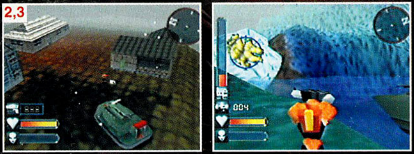
Somebody's practicing some weird science at the research facility. Only after getting the access card from the mutant will you be able to find the rocket launcher in Pelatz and stop a meltdown of epic proportions. But, there seem to be a few Harvesters in your way.

OBJECTIVES

1. GO TO THE CITY PELATZ.
2. FIND A ROCKET LAUNCHER.
3. USE ROCKET LAUNCHER TO CLEAR ICEBERG BLOCKAGE.
4. FIND ACCESS CARD LOCATED INSIDE THE RESEARCH FACILITY.
5. HEAD SOUTHWEST TO THE CITY NOVOSCALE.
6. DESTROY 5 PUMPHOUSES AT THE NOVOSCALE NUCLEAR BASE.
7. GET THE REACTOR KEY.
8. PREVENT THE REACTOR FROM OVERHEATING.
9. GET THE SPECTRE VTOL.
10. DESTROY THE PROCESSOR.

FIND ROCKET LAUNCHER & USE IT

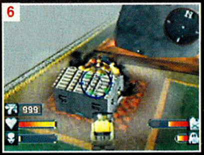
2,3



Don't feel like playing the part of Leonardo DiCaprio? Then fire the rocket launcher from the shore next to the iceberg to avoid a Titanic-sized accident. You've got only five shots!

DESTROY FIVE PUMPHOUSES

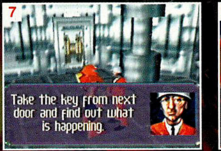
6



Use the leftover rockets to level some pumphouses before finishing the job with the Dozer.

GET THE REACTOR KEY

7

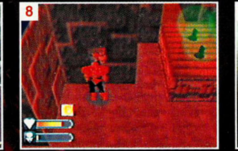


Take the key from next door and find out what is happening.

The room to the left of the engineer contains the reactor key—not something you'd leave lying around...

PREVENT REACTOR FROM OVERHEATING

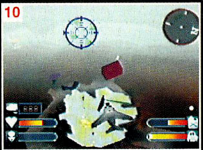
8



Flip the switches from the outside in to stop the meltdown. With the leftmost switch as 1, try this order: 1, 2, 4, 3.

DESTROY PROCESSOR

10



The Spectre VTOL, while not as smooth as the UFO, is still a choice ride to use while pulverizing the processor.

SIBERIA 3

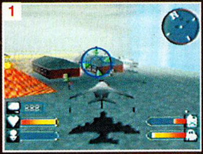
The water here tastes funny. Somebody spiked the punchbowl just to get the party going, but now it's your turn to make a big splash. Only one species is going to leave this lake alive—will it be bug or human? You'd better be quick on the draw or you'll sleep with the fishes.

OBJECTIVES

1. GO TO THE MILITARY BASE.
2. GET THE HANGMAN B.
3. SAVE THE OIL RIG WORKERS TRAPPED ON THE 4 OIL RIGS.
4. RETURN TO THE BASE & RECEIVE THE PROTOTYPE-RNV.
5. BATTLE HARVESTERS UNDERWATER.
6. DESTROY THE HIDDEN PROCESSOR.
7. RETURN TO LAND FOR THE STATUS BEACON.
8. PROCEED TO SHIELD PORTAL.

GO TO THE MILITARY BASE

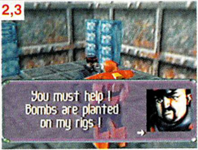
1



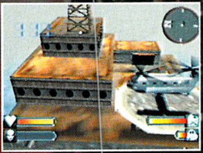
Once you slip through the shield portal, immediately head east to the military base. Talk to the man in the barracks and get ready for a rescue mission.

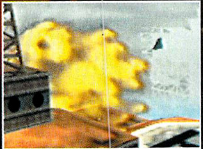
GET THE HANGMAN B & SAVE OIL RIG WORKERS

2,3



You must help ! Bombs are planted on my rigs !

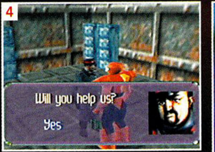




In less than two minutes, those oil rigs will go "boomski." Land the chopper on each rig's helipad and wait for the five workers to board. If you're slow, everybody will end up in the drink. And you don't want that on your conscience, do you?

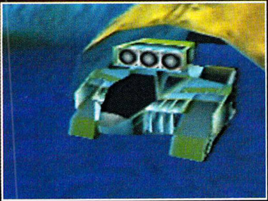
RETURN TO BASE & RECEIVE PROTOTYPE-RNV

4



Will you help us?

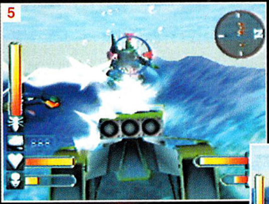
Yes

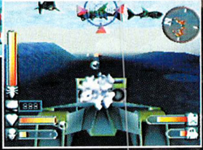


In exchange for the workers' safety, the foreman hands over the keys to a brand-spankin' new Prototype-RNV. Time for some underwater bug zapping.

BATTLE HARVESTERS UNDERWATER

5

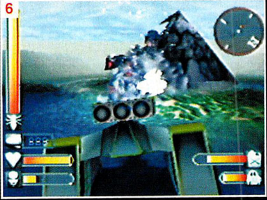


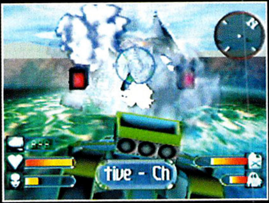


Jaws would quiver at some of the terrors lurking in this lake. The tank has an unlimited supply of depth charges. That's good, because there's an unlimited supply of bugs.

DESTROY THE HIDDEN PROCESSOR

6

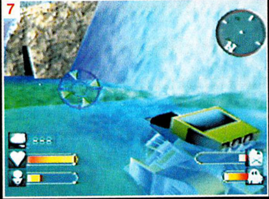


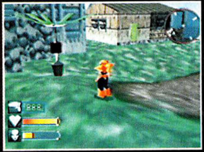


That big, red blip on your radar is the processor. After you weave through the underwater maze, quickly flank the processor and use a lot of depth charges to turn the lake into a big kettle of bug soup.

RETURN TO LAND FOR THE STATUS BEACON

7

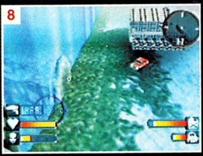




If the tank's taken too much damage to make it out, there might be just enough juice to get beneath that abandoned gunboat. Don't jettison too far away from the boat or you'll be fish food.

ACCESS SHIELD PORTAL

8



After slapping the Status Beacon near the shield portal you used to access the lake area, make a mad dash for the new portal before some angry bugs show their mugs.

SIBERIA 4

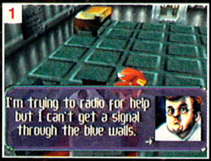
This frozen wasteland is the bugs' last stronghold on earth, and digging them out is going to be tougher than keeping ants away from a picnic. Fortunately, you've got the tools and the talent! So get to work—you didn't want to live forever, did you?

OBJECTIVES

1. FIND THE SOURCE OF A RADIO SIGNAL.
2. HEAD NORTH TO A MILITARY BASE & FIND A SCIENTIST.
3. GET THE T-341 TANK
4. CLEAR OUT THE ALIENS.
5. RETRIEVE THE SCUD MISSILE LAUNCHER USING THE HANG MAN B.
6. POSITION THE SCUD IN THE FENCED-OFF AREA EAST OF THE BASE.
7. RETURN TO THE RADIO OPERATOR.
8. FIND OUT WHY THERE IS NO POWER TO LAUNCH THE SCUD.
9. GO TO THE POWER GENERATORS.
10. DESTROY THE ALIEN CAUSING THE POWER DRAIN.
11. GET THE FIRING CODE FROM THE SCIENTIST.
12. LAUNCH THE SCUD MISSILE.
13. DESTROY THE PROCESSOR.
14. ACCESS THE SHIELD PORTAL.
15. GET THE MK3 HALLO CHOPPER.
16. DEFEND ALPHA COMMAND FROM ATTACK.
17. RETURN TO THE MILITARY BASE FOR THE STATUS BEACON.
18. DESTROY SHIELD GENERATOR.

FIND THE SOURCE OF A RADIO SIGNAL

1

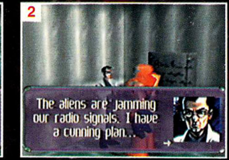


I'm trying to radio for help but I can't get a signal through the blue walls.

Past the town of Zhivago, you'll find a building with a big, white bulb on top. That's the source of the radio signal.

FIND A SCIENTIST

2

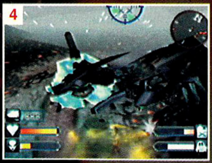


The aliens are jamming our radio signals. I have a cunning plan...

The smug scientist has deemed you worthy enough to help carry out his cunning plan. Who's doing whom a favor here?

CLEAR OUT ALIENS

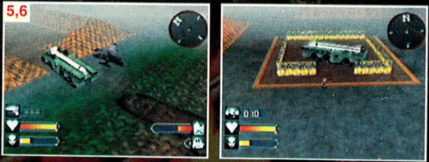
4



Find the furious Fist and get rolling west. Obey the basic rule: If it's got more than two legs, blast away!

RETRIEVE & POSITION THE SCUD MISSILE

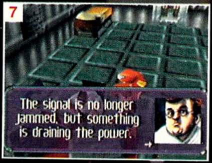
5,6



The Scud Launcher is all the way in Vadensk. Easy now, chief. Be careful not to take too much damage on the way back to the base because those Scuds will go off without warning. Feel free to double park.

RETURN TO THE RADIO OPERATOR

7

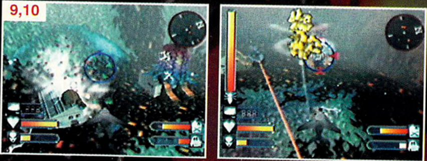


The signal is no longer jammed, but something is draining the power.

Get back to the radio operator, pronto. He has the coordinates for the communications center.

GO TO THE GENERATORS, DESTROY THE ALIEN CAUSING THE POWER DRAIN

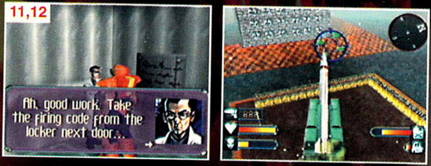
9,10



Without enough watts, that Scud's going nowhere. The nicads from your walkman don't have enough juice, so head west to the generators and blow those engorged jellyheads back to the Bronze Age.

GET THE FIRING CODE & LAUNCH THE SCUD MISSILE

11,12

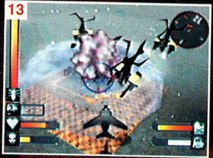


Ah, good work. Take the firing code from the locker next door...

Get the firing code from a locker in the scientist's quarters. (Hint: The door was previously locked.) Take it to the Scud Launcher, pull the trigger and watch the fireworks.

DESTROY THE PROCESSOR

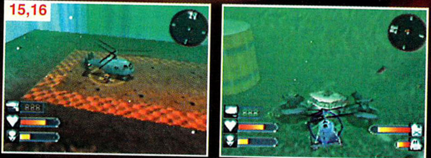
13



The processor has revealed itself. A few drive-bys ought to take care of it before it's finished a healthy lunch of human genetic material.

GET THE MK3 HALLO CHOPPER & PROTECT APLHA COMMAND

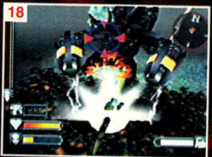
15,16



Alpha Command is under attack and if you don't hotfoot it back to square one, you're going to be stuck in Siberia. Use the MK3 Hallo chopper to make a speedy trip to base and flatten the bugs.

DESTROY SHIELD GENERATOR

18



Lay into the shield generator with both barrels. Be careful not to stay in one place too long because the generator's defenses are quick to lock on to you.

NINTENDO POWER®

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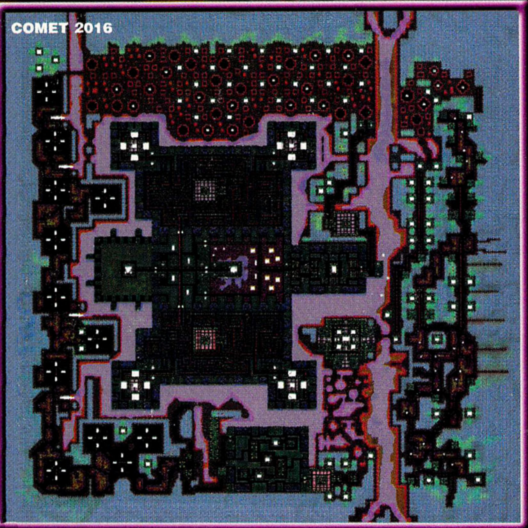
3DO™

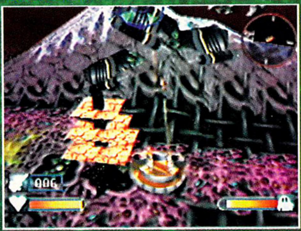
COMET 2016

ast summer, the movies taught you that comet + earth = bad news, and this bug-nfested rock is no exception. You've defended earth from the bugs long enough—'s time for them to have to protect their home turf. Blast off for Bugville!



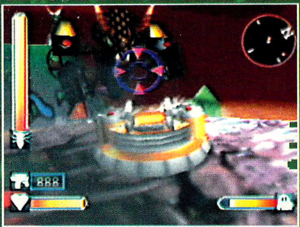
KNOW YOUR FOE!

LANDER



This gasser knows how to crash a party, so it's up to you to show it the door. Bring it down with a shot to the underbelly and collect the health tokens.

EXECUTIONER



This bug is both judge and jury, and your sentence isn't pretty. Strap on the big guns and show this alien how much contempt you have for its court.

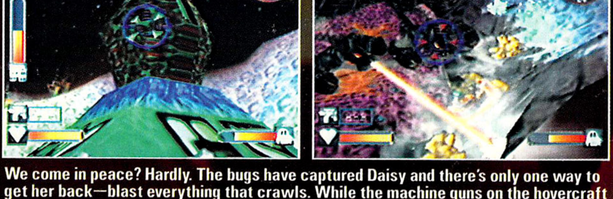
ALPHA ONE

The time-traveling Alpha One has got a few surprises up its sleeve. Not only does it surge with 1.21 gigawatts of power and carry an engine that will drop zero to 88mph in a nanosecond, it transforms into a rock'em, sock'em hovercraft! With Daisy behind the wheel and you at the trigger, Bug City is about to be shook to its foundation.

OBJECTIVES

- DESTROY ALL ALIEN LIFE FORMS.
- LOCATE DAISY'S DISTRESS SIGNAL.
- GO TO ALIEN CITY.
- RESCUE DAISY.
- DESTROY 4 THRUSTER ENGINES.
- PROCEED TO THE CENTRAL COMMAND TOWER.
- BATTLE BIG SPIDERLIKE ALIEN.
- DESTROY HIVEMIND.
- BATTLE FINAL BOSS.

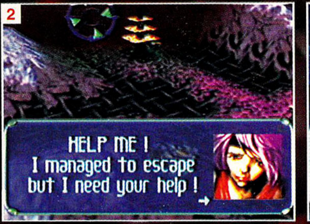
DESTROY ALL ALIEN LIFE FORMS



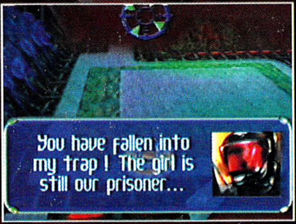
We come in peace? Hardly. The bugs have captured Daisy and there's only one way to get her back—blast everything that crawls. While the machine guns on the hovercraft do the job, blow up the crystal towers to reveal special weapons that can get you out of a jam.

LOCATE DAISY'S DISTRESS SIGNAL

2



HELP ME !
I managed to escape
but I need your help !

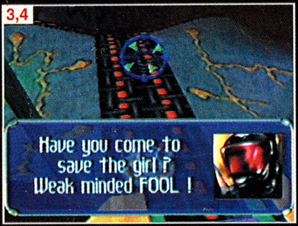


You have fallen into
my trap ! The girl is
still our prisoner...

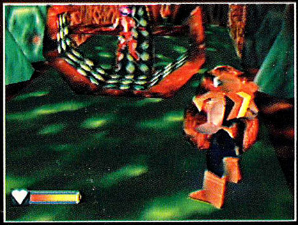
As you continue south along the mountain ridge, you discover that Daisy's signal was a trap. She's really being held in the colony's city, and there's miles of treacherous terrain and hungry Harvesters between you and her. Head to the western corner and go north.

GO TO THE ALIEN CITY, RESCUE DAISY

3,4



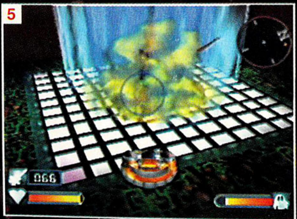
Have you come to
save the girl ?
Weak minded FOOL !



Daisy's in the Detention Center, hooked up to the Painatron 2000. Navigate through the northern fields to reach the city entrance. Unfortunately, that shadowy figure is there too, with his guns blazing. Knock him out and rescue Daisy!

DESTROY 4 THRUSTER ENGINES

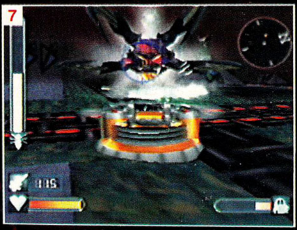
5



Slow the comet to an interstellar crawl by destroying the thrusters. Blow up the generators to each side of the engine before turning your guns on the exhaust pipes. Hopefully, they don't carry a spare.

BATTLE SPIDERLIKE ALIEN

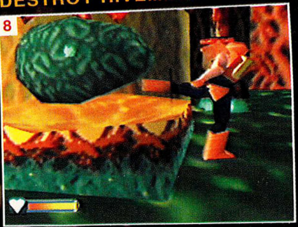
7



You would expect the last defense of the Hivemind to be a doozy, and the brain delivers in spades. Use Laser Missiles from a distance to wipe out this eight-legged freak of nature and pick up some health.

DESTROY HIVEMIND

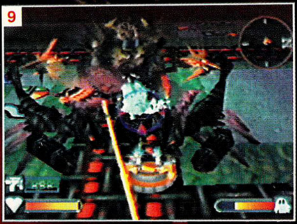
8



What else would a Hivemind look like? The cerebral commander of the colony taunts you from behind the glass (who you callin' "foul meat creature?"), warning you that there is no escape. How do you defeat the Hivemind: challenge it to chess? Try a kung-fu boot to the brain.

BATTLE FINAL BOSS

9



You called down the thunder? Well, you got it! It's going to take more than a size *200 boot to squash this bug. When low* on health and weapons, blow up the scorpions. Circle the beast, use Laser Missiles to destroy the cannons and Plasma Bombs to finally do him in.

BATTLETANX
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TO YOUR
FROM N

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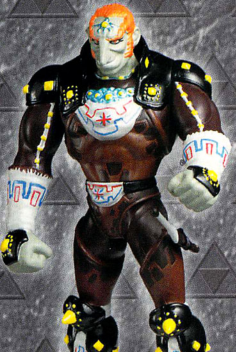
- Zelda Sweatshirts
- Zelda Baseball Caps



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(Action figures not shown to size or scale.)

ZELDA ▲ COLLECTIBLES

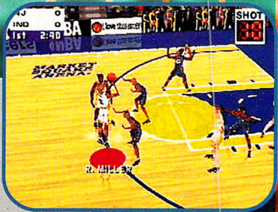
One of the best just keeps getting better! From the top of the key, EA Sports' perennial full-court hit slams its way onto the N64 in style.

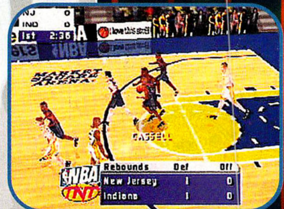
NBA Live 99™

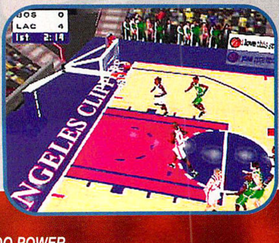
© EA Sports 1998

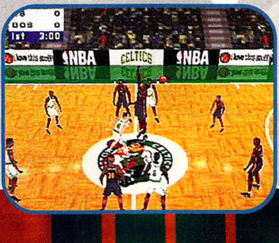
Order in the Court

Get ready to hoop it up. The minds behind some of the greatest sports games of all time—FIFA, NHL, Madden...need we go on?—bring you another winner in NBA Live '99 for the Nintendo 64. This game has it all: stunning graphics, super-sharp game play and the good ol' boys from the NBA.The NBA Live series has been a favorite of simulation freaks and general hoop-heads for years. Now EA Sports brings its extensive experience to the most powerful system around. The result, as one might imagine, is awe-inspiring! From the opening tip to a last-second shot, NBA Live '99 is stacked to the rim with enough different modes and options to satisfy even the most fanatical b-baller.


NJ 0
IND 0
1st 2:40
SHOT
R. MILLER


NJ 0
IND 0
1st 2:36
CASSELL
Rebounds Def Off
New Jersey 1 0
Indiana 1 0

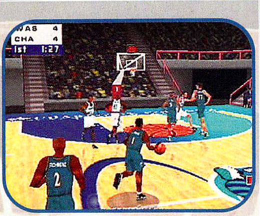

BOS 0
LAC 4
1st 2:14


IS 0
BOS 0
1st 3:00
CELTICS

Rim-Rattling Fun!

Exhibition

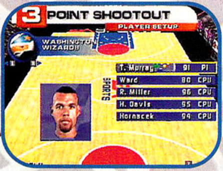
Press Start twice to be right in the thick of the action. Exhibition Mode lets you mix up the teams and put your skills to the test against a friend, or three, and the computer. This is a really good place just to learn how to play. Practice here until the controls become second nature. Learn to play offense and defense before the scores count.


WAS 4
CHA 4
1st 1:27

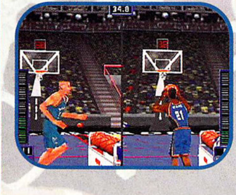
Exhibition Mode lets you get a good feel for all of the different teams and their unique styles of play.

3-Point Shoot-out

The 3-Point Shoot-out Mode is fantastic for perfecting your three-point shot technique. It's just like the contest at the All-Star Game, down to the music and starting countdown, and the 3-Point Shoot-out lets up to eight players compete from downtown. Players try to drain the trey from five different spots around the 3-point arc. At each spot, there are four one-point balls and one striped bonus ball worth two points. Each player has sixty seconds to try to sink as many shots as possible with either type of ball. At the end of three elimination rounds, the player with the highest score is declared the 3-Point Champion of the NBA.


3 POINT SHOOTOUT
PLAYER SETUP
WASHINGTON WIZARDS
SPORTS

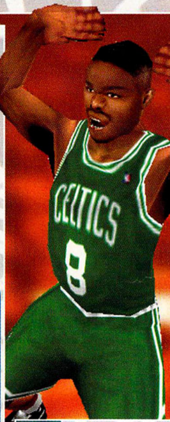
T. Murray 91 P1
Ward 80 CPU
R. Miller 96 CPU
H. Davis 95 CPU
Hornacek 94 CPU

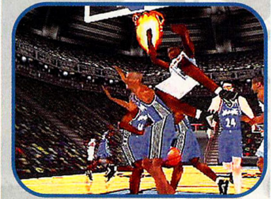


Be sure to take your time and sink the bonus balls. If you can make all five of them count, you'll guarantee yourself ten big points. On the other hand, don't waste too much time at any one of the shooting stations. If you take too long, you won't have enough time to shoot all twenty balls within your one-minute limit.

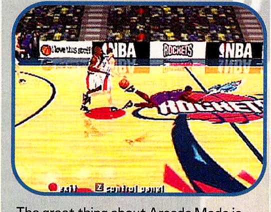
Arcade

NBA Live '99 also offers up a raucously fun Arcade Mode. Where else can you attempt a 360-degree tomahawk dunk from the free-throw line? With wacky, cartoon sound effects, motion blur action and skyscraper-high Monster Dunks, Arcade Mode is a no-holds-barred b-ball circus–not to mention a really good time.





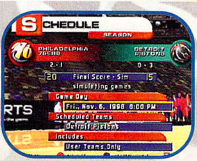
While you're up there, you might as well take a moment to look down on the other team's players. Monster dunks are as fun to watch as they are to perform...well, almost as fun.


NBA
ROCKETS
NBA
ROCKETS
exit
control panel

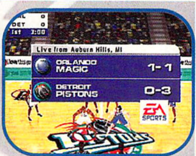
The great thing about Arcade Mode is that the rules are more relaxed. Feel free to run into an opposing player at full speed because no foul will be called, and it's a great way to steal the ball.

The Real Deal

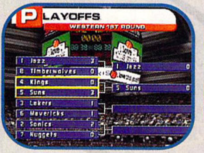
Play the real '98-'99 NBA season (minus that ugly little lockout), or try a custom or shortened season. Once you've made your way through the regular season, you're ready for the Playoffs. They call the NBA Playoffs "the Second Season" for a reason, so be sure to prepare yourself and your team for a long, sweaty battle.


SCHEDULE
SEASON
PHILADELPHIA 76ERS
DETROIT PISTONS
2-1
0-3

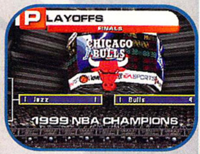
20 Final Score - Sim 15
simulating games
Game Day: Fri., Nov. 6, 1998 0:00 PM
Scheduled Teams: Detroit Pistons
Includes: User Teams Only


DET 0
1st 3:00
Live from Auburn Hills, MI
ORLANDO MAGIC 1-1
DETROIT PISTONS 0-3
EA SPORTS
PISTONS

The Playoffs can create some interesting and fiery matchups. Will you end up facing off on the court with a well-known, hated rival or a relative unknown?


PLAYOFFS
WESTERN 1ST ROUND

1 Jazz 3
8 Timberwolves 0
4 Kings 0
5 Suns 3
3 Lakers 1
6 Mavericks 1
2 Sonics 2
7 Nuggets 0
1 Jazz 0
5 Suns 0


PLAYOFFS
FINALS
CHICAGO BULLS
EA SPORTS

1 Jazz 1
1 Bulls 4
1999 NBA CHAMPIONS

If you don't feel like playing a particular game or even a several-game portion of the season, you can just simulate the games you want to skip and keep going.

Western Conference

PACIFIC DIVISION

Golden State Warriors

C	Dampier
PF	Weatherspoon
SF	Marshall
SG	Sprewell
PG	Bogues

Los Angeles Clippers

C	Austin
PF	R. Rogers
SF	L. Murray
SG	Platkowski
PG	Martin

Los Angeles Lakers

C	S. O'Neal
PF	Horry
SF	Fox
SG	E. Jones
PG	Fisher

Phoenix Suns

C	C. Robinson
PF	McDyess
SF	McCloud
SG	Chapman
PG	Kidd

Portland Trailblazers

C	Sabonis
PF	B. Grant
SF	R. Wallace
SG	Rider
PG	Stoudamire

Sacramento Kings

C	M. Stewart
PF	Webber
SF	Williamson
SG	Abdul-Wahad
PG	A. Johnson

Seattle Sonics

C	McIlvaine
PF	Baker
SF	Schrempf
SG	Hawkins
PG	Payton

MIDWEST DIVISION

Dallas Mavericks

C	Bradley
PF	A.C. Green
SF	Ceballos
SG	Finley
PG	Nash

Denver Nuggets

C	Garret
PF	L. Ellis
SF	E. Williams
SG	Stith
PG	Van Exel

Houston Rockets

C	Olajuwon
PF	Barkley
SF	Bullard
SG	Elie
PG	Maloney

Minnesota Timberwolves

C	Roberts
PF	Gugliotta
SF	Garnett
SG	Peeler
PG	Marbury

San Antonio Spurs

C	D. Robinson
PF	Duncan
SF	Elliott
SG	J. Jackson
PG	A. Johnson

Utah Jazz

C	Ostertag
PF	Malone
SF	Russell
SG	Hornacek
PG	Stockton

Vancouver Grizzlies

C	B. Reeves
PF	M. Smith
SF	Abdur-Rahim
SG	Mack
PG	Mayberry

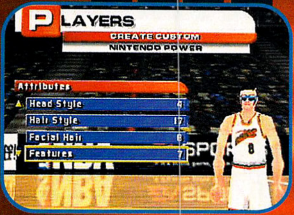
ALL-STARS

Western All-Star Team

C	S. O'Neal
PF	K. Malone
SF	K. Garnett
SG	K. Bryant
PG	G. Payton

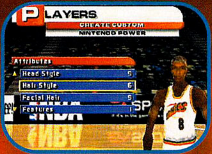
Made From Scratch

Be not only a Head Coach but also a hairstylist and make your customized player look like anyone from Mr. T to Mr. Clean. Gee, maybe this is how Dennis Rodman got started!

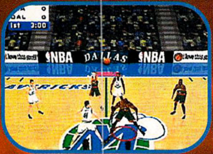


Head Style 4
Hair Style 17
Facial Hair 8
Features 7

NBA Live '99 has a sweet Custom Player Mode. You get to decide everything about your player from his alma mater to his hairdo or personalized style of play. Base a player on yourself, create someone entirely new, or bring back a star from the NBA's past.



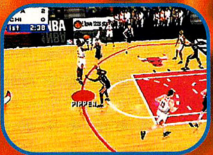
Head Style 9
Hair Style 6
Facial Hair 9
Features 1



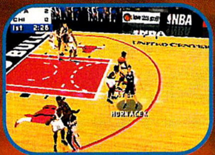
After you build your ideal player, you can insert him into an existing team or find a place for him on one of your custom teams. Either way, he'll play up or down to the skill levels you bestowed upon him.

X's and O's

If you want to run set plays, NBA Live gives you offensive formations and defensive strategies. After setting the chosen formations to a controller button, you can call the play whenever you like. These guys actually listen to the coach.



Play a little one on one with this one. Isolation is the perfect play to run if a big, slow defender is on one of your guards.



Using a half-court trap is a great way to force a turnover. Try to get the offensive man to corner himself against the sideline.

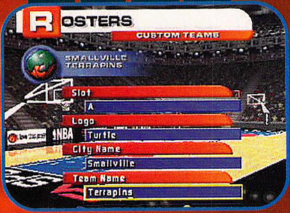
Offensive Strategies

Box: Screen across the key to free up an open man
Inside A: This is the best distance for a midrange shooter
Sideline A: Use the sideline and a screen to get open
Motion: Keep moving to free up the shot
High Post: Try to take the ball to the top of the key
3 Point: Like the name says, let it fly from downtown
Isolation: Give the ball to your best player and get out of the way

Defensive Strategies

Full Court Press: Slow the ball down as it comes up court
3/4 Court Press: Surprise the offense with quick pressure
Half Court Trap: Corner the ball and force a T.O.
Half Court Press: Prevent any fast breaks by a quick team
Quarter Court: Let the offense come to you

Team Builder



Slot: A
Logo: Turtle
City Name: Smallville
Team Name: Terrapins

Don't automatically go for superstars. Try to think about how each player's individual talents will fit with those of his teammates. When you're building your roster, remember that a great team always beats a group of individuals.

Have you ever wondered what the average point total would be for a team whose members included Shaq, Karl Malone and Scottie Pippen? Raid the rosters of any current NBA team or use your custom-built players in an attempt to craft a team that can take you to the top. NBA Live '99 lets you custom-build teams and try to take them through the rigors of a regular season or the fiery gauntlet called the NBA Playoffs.

Live from McNichols Sports Arena
SMALLVILLE TERRAPINS
DENVER NUGGETS
NBA
NUGGETS

Can your homegrown team bench the World Champion Bulls? Can anyone? Maybe your team should start small with the Clippers before trying to unseat the longtime champs.

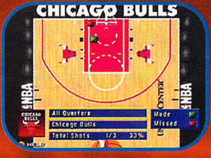
Lights, Camera, Action!

NBA Live '99 has tons of camera angles to let you assess the action from many different spots on and above the court. You can also check out a particularly pretty play by keying it up for instant replay. Then take a detailed look at your scoring with the Shot Display feature.

LONGLEY
HORNACEK

Take the time to find the camera angle that works best for you and your team. There's a setting for almost every perspective.

Replay a sequence to see what you did right, or just to relive an in-your-face dunk.



This camera angle is good for sizing up the best shooting spots for your players.

Eastern Conference

MIDWEST DIVISION

Atlanta Hawks

C	Mutombo
PF	A. Henderson
SF	Corbin
SG	S. Smith
PG	Blaylock

Charlotte Hornets

C	Divac
PF	Mason
SF	Rice
SG	Phills
PG	Wesley

Chicago Bulls

C	Longley
PF	Rodman
SF	Pippen
SG	Player
PG	R. Harper

Cleveland Cavaliers

C	Ilgauskas
PF	Kemp
SF	Henderson
SG	W. Person
PG	B. Knight

Detroit Pistons

C	B. Williams
PF	D. Reid
SF	G. Hill
SG	Dumars
PG	Hunter

Indiana Pacers

C	Smits
PF	D. Davis
SF	Mullin
SG	R. Miller
PG	M. Jackson

Milwaukee Bucks

C	E. Johnson
PF	T. Hill
SF	G. Robinson
SG	Allen
PG	Brandon

ALL-STARS

Eastern All-Star Team

C	D. Mutombo
PF	G. Hill
SF	S. Kemp
SG	Player
PG	A. Hardaway

PACIFIC DIVISION

Boston Celtics

C	DeClercq
PF	A. Walker
SF	McCarty
SG	Mercer
PG	K. Anderson

Miami Heat

C	Mourning
PF	P.J. Brown
SF	Mashburn
SG	Lenard
PG	T. Hardaway

New Jersey Nets

C	J. Williams
PF	Van Horn
SF	Gill
SG	Kittles
PG	Cassell

New York Knicks

C	Ewing
PF	Camby
SF	L. Johnson
SG	Houston
PG	Ward

Orlando Magic

C	Schayes
PF	H. Grant
SF	Outlaw
SG	N. Anderson
PG	A. Hardaway

Philadelphia 76ers

C	Ratliff
PF	Coleman
SF	T. Thomas
SG	McKie
PG	Iverson

Washington Wizards

C	Muresan
PF	J. Howard
SF	Cheaney
SG	Richmond
PG	R. Strickland

Toronto Raptors

C	Willis
PF	Oakley
SF	J. Wallace
SG	Christie
PG	Billups

NBA Leaders

Stats are your friend. Do your homework and check out the numbers on players and teams. Studying the statistics will help you ensure that your planned trade will fulfill the needs of your team. Stats also help you tailor your game style according to the strengths and weaknesses of your opponents.

BEST TEAMS

1. Chicago Bulls
2. Utah Jazz
3. LA Lakers
4. Indiana Pacers
5. Miami Heat
6. Seattle Sonics
7. San Antonio Spurs
8. Phoenix Suns
9. Atlanta Hawks
10. Cleveland Cavaliers

SCORING

	GAMES	PTS.	AVG.
Roster Player, Bulls	82	2357	28.7
Shaquille Oneal, Lakers	60	1699	28.3
Karl Malone, Jazz	81	2190	27.0
Glenn Robinson, Bucks	56	1306	23.3
Mitch Richmond, Kings	70	1623	23.2

REBOUNDING

	GAMES	REB.	AVG.
Dennis Rodman, Bulls	80	1201	15.0
Jayson Williams, Nets	65	883	13.6
Tim Duncan, Spurs	82	977	11.9
Charles Barkley, Rockets	68	794	11.7
Dikembe Mutombo, Hawks	82	932	11.4

ASSISTS

	GAMES	ASSISTS	AVG.
Rod Strickland, Wizards	76	801	10.5
Jason Kidd, Suns	82	745	9.1
Stephon Marbury, Timberwolves	82	704	8.6
Mark Jackson, Pacers	82	702	8.6
John Stockton, Jazz	64	543	8.5

STEALS

	GAMES	STEALS	AVG.
Mookie Blaylock, Hawks	70	81	2.6
Brevin Knight, Cavaliers	80	196	2.5
Doug Christie, Raptors	78	190	2.4
Gary Payton, Hornets	82	185	2.3
Terrell Brandon, Bucks	50	111	2.2

3 POINT %

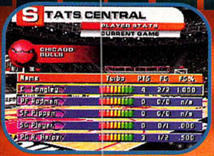
	GAMES	ATTEMPTS	%
Dale Ellis, Sonics	79	276	.460
Chris Mullin, Pacers	82	243	.440
Hubert Davis, Mavericks	81	230	.439
Glen Rice, Hornets	82	300	.433
Wesley Person, Cavaliers	82	447	.430

BLKD SHOTS

	GAMES	BLOCKS	AVG.
Marcus Camby, Raptors	63	230	3.7
Dikembe Mutombo, Hawks	82	277	3.4
Shawn Bradley, Mavericks	64	214	3.3
Theo Ratliff, 76ers	82	258	3.2
David Robinson, Spurs	73	192	2.6

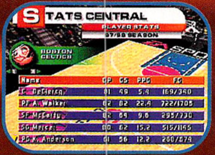
Stats Central

Like most EA Sports games, NBA Live '99 is jam-packed with enough statistical categories to satisfy a team bus full of math majors. You can ignore these stats if you want, but if you take the time to study them, you can learn a lot and really improve your team's results. Use the stats to analyze the strengths and weaknesses of your players and your opponents. Knowing which player is money from downtown can be vital in the last few seconds of a game. You can also use the stats to determine what type of man-to-man defense you should use for different opponents. Low scorers don't need that extra coverage.


STATS CENTRAL
PLAYER STATS
CURRENT GAME
CHICAGO BULLS

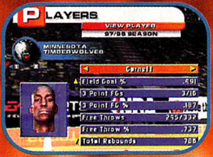
Name	Turbo	PTS	FG	FG%
C Longley		4	2/2	1.000
PF Rodman		0	0/0	n/a
SF Pippen		0	0/0	n/a
SG Player		0	0/1	.000
PG R. Harper		3	1/2	.500

During halftime, use the stat breakdown to figure out what you need to key in on in the third and fourth quarters.


STATS CENTRAL
PLAYER STATS
97/98 SEASON
BOSTON CELTICS

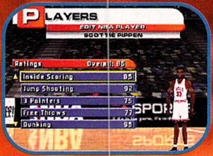
Name	GP	GS	PPG	FG
C DeClercq	81	49	5.4	169/340
PF A. Walker	82	82	22.4	722/1705
SF McCarty	82	69	9.6	295/730
SG Mercer	80	62	15.2	515/1145
PG K. Anderson	61	56	12.2	268/674

Season stats can show you if your team is playing up to its potential. This will help you decide what to look for in trades.


PLAYERS
VIEW PLAYER
97/98 SEASON
MINNESOTA TIMBERWOLVES
Garnett

Field Goal %	.491
3 Point FGs	3/16
3 Point FG %	.187
Free Throws	295/332
Free Throw %	.737
Total Rebounds	786

Stats will tell you all the good and all the bad news about a player. The best teams in the NBA are well-balanced ones.

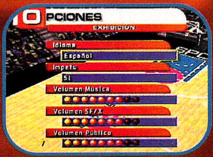

PLAYERS
EDIT NBA PLAYER
SCOTTIE PIPPEN

Ratings	Overall: 86
Inside Scoring	85
Jump Shooting	92
3 Pointers	75
Free Throws	77
Dunking	95

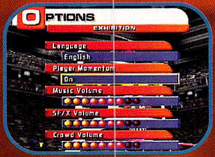
Check out the skinny on a particular player. If he's not pulling his weight, give him an apple and a road map.

My Way or the Highwa

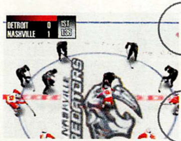
EA, for three! NBA Live '99 gives you more choices than a short-order cook! You can customize every single attribute you want your team players to have. From the language of the game text, to the free-throw camera angle, player momentum and even frequency level of automatic instant replay, it's all here. You can easily spend as much time trying out the different options as you do actually playing the game-and it's just as much fun.


OPCIONES
EXHIBICIÓN
Idioma
Español
Impetu
SI
Volumen Música
Volumen SF/X
Volumen Público

¿Habla espanol? For those who do, Live '99 lets you choose your language. This game has more language choices than a UN picnic.

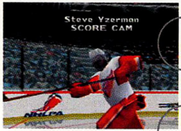

OPTIONS
EXHIBITION
Language
English
Player Momentum
On
Music Volume
SF/X Volume
Crowd Volume

The option depth in this game is unparalleled. Use the on-screen help to navigate your way through the choices.


DETROIT 0
NASHVILLE 1
1ST
NASHVILLE PREDATORS
Nashville's debut season

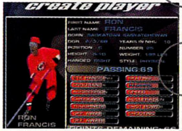
All 27 NHL® Teams and Over 600 Players
Featuring the expansion Nashville Predators™

Authentic Team Play Styles
Teams scouted by Stanley Cup MVP Steve Yzerman


Steve Yzerman
SCORE CAM
Yzerman named MVP

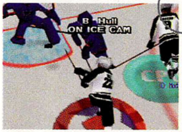
Advanced Coaching Strategies
Set style for physical play, power plays and penalty killing

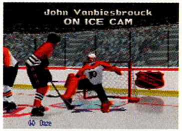
Advanced Player Interface
Symbol based passing and non-puck handler control

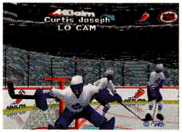

create player
FIRST NAME RON
LAST NAME FRANCIS
PASSING:69
RON FRANCIS
Francis joins Carolina

Total Team Management™
Create, Trade, Sign and Release Players

Get Ready for the 1998-99 Season
Updated team jerseys, rosters, arenas, schedules and divisions


B. Hull
ON ICE CAM
Kick save by Fuhr


John Vanbiesbrouck
ON ICE CAM
Daze shoots on goal


Curtis Joseph
LO CAM
Smith clears the puck

NHL BREAKAWAY™ 99

sweat the details™

RATING PENDING RP CONTENT RATED BY ESRB

NHLPA™

NINTENDO64

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Steve Yzerman
1998 Stanley Cup® MVP

Castlevania®

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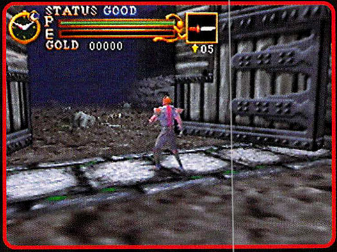
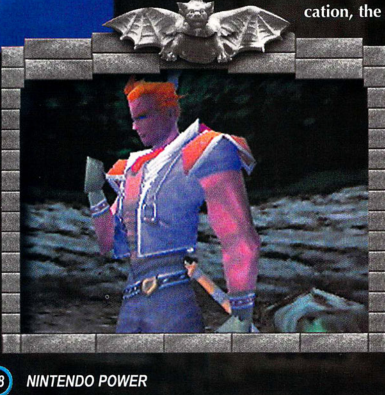
The Thanksgiving turkey is gone, and the calendar says it's December, but we're celebrating Halloween all over again with our preview of Konami's Castlevania for the N64. Even an early version of the game was enough to send chills of ghoulish fun up our spines!

Back From the Undead

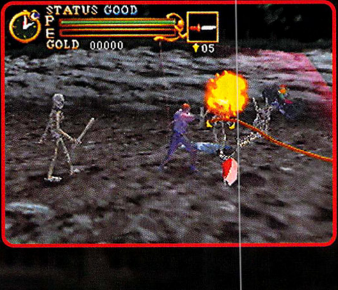
Spanning eight games and three Nintendo systems, the Castlevania series recounted the saga of the Belmont family and their centuries-long battle against the dreaded vampire lord, Count Dracula. Konami is now resurrecting this popular series with an all-new, 3-D adventure for the N64. Simply titled Castlevania, the game will be set in the 19th century and will follow a new generation of vampire hunters as they battle against Dracula and his army of the undead. We spent several days with an early version of the game, and if what we saw is any indication, the final product will be a delicious mix of action, adventure and gothic horror worthy of the Castlevania legacy.



After months of anticipation, Castlevania for the N64 is moving closer to completion. We can't wait to see what Konami has in store for us.

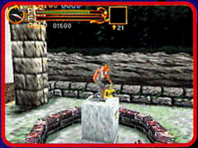


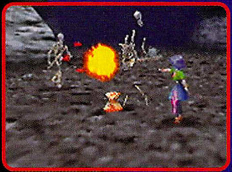
The Castlevania series has always delivered a clever mix of action, adventure and horror.



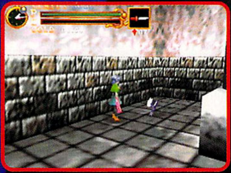
Fearless Vampire Hunters

Leading the charge against Dracula will be Schneider Belmont and Carrie Velnandez. Schneider came armed with his family's signature whip and a short sword as his default weapons. With these, we were able to make short work of the skeletons and ghouls that barred our way. Carrie's psychic bolts seemed less powerful, but she also seemed easier to control as we leapt from one collapsing platform to another. You'll be able to choose either character before your game begins, and they will likely make for very different play experiences.





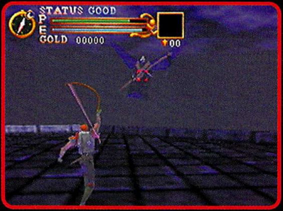
A targeting cursor helped us home in on our undead opponents. Even so, they weren't exactly pushovers.



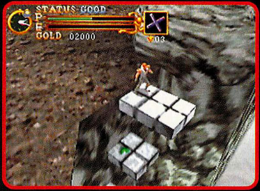
Both characters will also use extra weapons, like knives, axes and cross-shaped boomerangs.

Turns for the Better

In fact, depending on the character you choose, your game will not only feel different, it will literally be different. The final number of stages hasn't been set yet, but Castlevania will have 12 to 15 adventure stages and 12 to 13 boss stages, with each character able to access only half of them. To experience the whole game, you'll have to play first as one character, then the other. To make things even more interesting, half of the stages will focus more on combat, while the others will focus more on exploring and puzzle-solving. There will also be two difficulty settings to help you find that happy medium between challenge and frustration. The easier setting will have fewer stages, while the tougher setting will give you all the stages and take away some helpful features, like the targeting cursor.



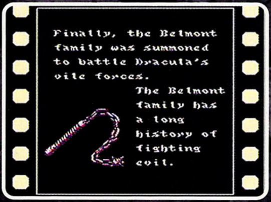
Our version of the game had only two regular stages and three boss stages available. The final version will have 12 to 15 regular stages and 12 to 13 boss stages total.



The stages in the unfinished game we played were large—especially the outdoor one. Some puzzles required lots of exploration and backtracking.

A Family Affair

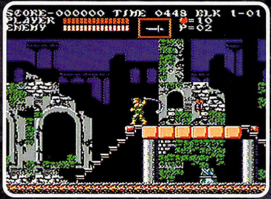
For the Belmonts, the fight against Count Dracula has always been a family affair, with Schneider being but the latest in a long line of vampire hunters. Before him was Simon Belmont, star of Castlevania and Castlevania II: Simon's Quest for the NES. Released in 1987 and 1988, these two titles were huge hits which firmly established the Belmont dynasty in the hearts and minds of gamers. Castlevania III: Dracula's Curse followed in 1990, and this "prequel" game told the story of Trevor, the first Belmont to challenge Dracula. In a departure from the previous titles, Trevor was joined in his quest by three companions: Grant Danasty, an erstwhile thief-turned-hero; Sypha Belmades, mistress of magic; and Alucard, rebellious son of Dracula himself.



Finally, the Belmont family was summoned to battle Dracula's vile forces.

The Belmont family has a long history of fighting evil.

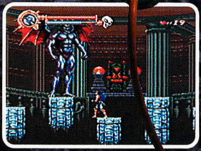
The Belmont family has had a long tradition of fighting vampires, but Simon is the most famous member of the clan.

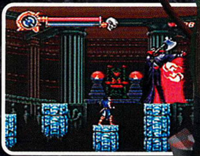


Castlevania III: Dracula's Curse introduced Simon's ancestor, Trevor. Dracula placed a curse on Trevor, dooming the Belmonts to an eternal war with the undead.

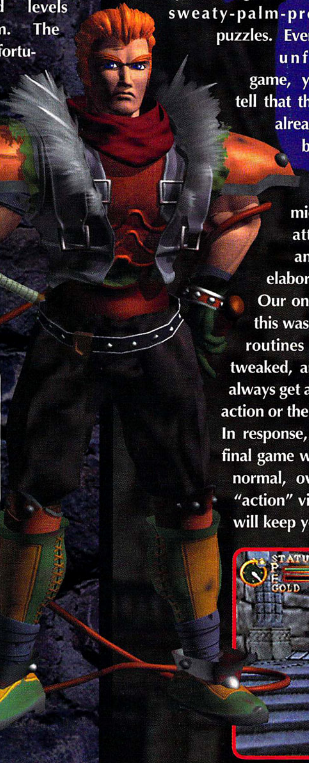
Continuing the Tradition

From the beginning, the Belmonts always carried whips as their primary weapons. Super Castlevania IV for the Super NES, however, was the first and only game in the series to feature a whip that could strike in eight different directions, and not just side-to-side. Combined with gorgeous 16-bit graphics and Mode 7 special effects, this new feature offered players unprecedented levels of medieval mayhem. The eight-way whip was unfortunately dropped in 1995's Castlevania: Dracula X, but that didn't seem to bother too many fans. In fact, the game is planned for rerelease soon.



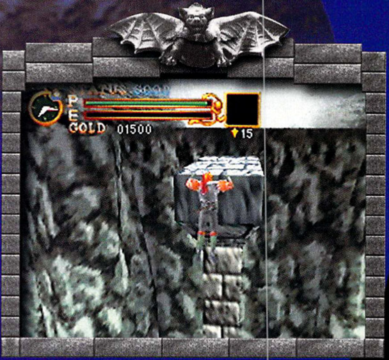


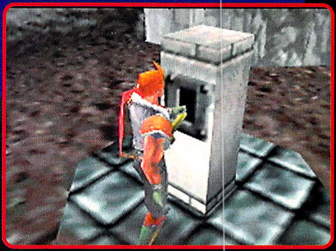
Castlevania: Dracula X featured yet another member of the Belmont family: Richter, descendant of Simon.



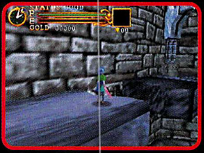
New Dimension of Horror

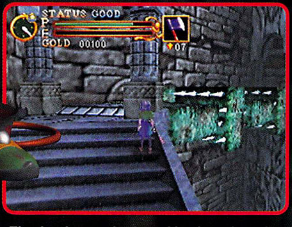
If new characters and a unique game setup won't be enough, Castlevania will also open a new dimension of horror—the third dimension, that is. For the first time, a Belmont will be stepping out of the 2-D, side-scrolling box and leaping into a fully 3-D environment. This will allow the Castlevania development team to heighten the excitement and challenge of every aspect of the game play, from the frantic, whip-cracking combat to the sweaty-palm-producing puzzles. Even in our unfinished game, you could tell that the designers had already taken the 3-D ball and started to run with it, creating enemies with complex attack routines and concocting elaborate death traps. Our only gripe in all of this was that the camera routines were not yet tweaked, and we could not always get a good view of the action or the problem at hand. In response, the designers assured us that the final game will include three camera settings: a normal, over-the-shoulder view; an angled, "action" view; and a special "boss" view that will keep your target on screen at all times.



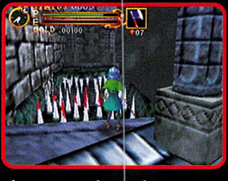


In our game, puzzles came in two basic types: find the switch to open a gate or move a platform, or make a leap past a complex, moving obstacle.





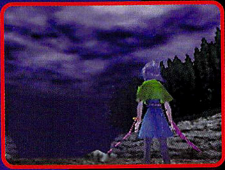
The death traps harkened back to those in the earlier games, only this time, we could make fatal mistakes in three dimensions, and not just two!



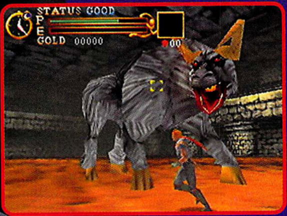
Jumps were almost always a two-pronged problem: Could we get the timing right and could we jump far enough?

Wicked Good Fun

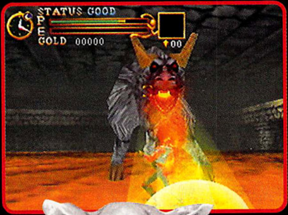
Of course, much of the appeal of the Castlevania series lies in its horror-movie atmosphere, and this latest installment promises lots of thrills and chills. Besides using the more obvious elements like a dark color palette, somber lighting and a moody, orchestral soundtrack, Castlevania will also include other features designed to keep players tense and in suspense. Besides the usual skeletons, bats and exploding zombies, the game will include such diverse fiends as werewolves, half-human spiders, eight-foot ogres, stained-glass figures come to life and, of course, vampires. The game will also have its own clock, shifting from day to night over time. We weren't able to see very well at night, making us more vulnerable to attack and perhaps a tad more paranoid than usual when darkness fell. Time will be your enemy in other ways as well. If you're bitten by a vampire, you'll begin to change into one of the undead yourself. If you can't turn back the clock or reverse the transformation with a special item, you'll eventually become a willing slave of the Prince of Vampires and lose the game.



The game became even more suspenseful and claustrophobic when night fell.



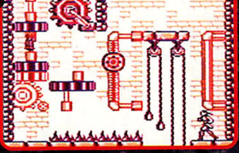
The 3-D environment will allow for more complex combat with minor and major foes, including this unholy horror.

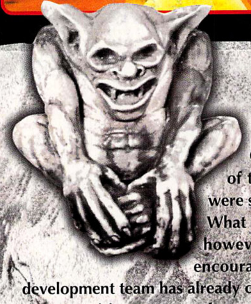


Equal Opportunity Slayer

The Castlevania series also spawned three Game Boy titles, beginning with Castlevania: The Adventure in 1989 and continuing with Castlevania II: Belmont's Revenge in 1991. Both featured Simon Belmont in the lead role. Castlevania Legends was just released this past March, and though it didn't quite live up to its predecessors, it had the distinction of featuring the very first female member of the clan, one Sonia Belmont. It was nice to see that the Belmonts were equal opportunity vampire hunters!

Castlevania Legends featured Sonia Belmont, the first female member of the clan. Maybe Sonia and Buffy could compare notes sometime...

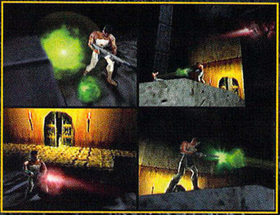




Good Goth!

Our game had only a few stages working, and many of the enemies, puzzles and other game play elements were still missing. What we did see, however, was encouraging. The development team has already captured the sinister spirit necessary for a Castlevania title, and even in its unfinished state, our game delivered a good amount of challenge. Castlevania is scheduled for release early next year, and we'll be sure to update you on its progress. With luck, we'll be celebrating Halloween a little early next year!

Real-time body impact physics – blow off arms, legs, and even heads!



Hunt other players in one of three multiplayer deathmatch modes.

30 terrifyingly realistic enemies built with Soft-skin technology.

"One of the coolest action games of the year for N64 owners."
–GamePro

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NINTENDO 64

PC
CD-ROM

GAME BOY

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30 square miles of monstrously immersive and hyperreal single and multiplayer environments.

Sniper mode - gun your enemies down before they know you're there.

Over 24 devastating weapons- from the War Blade to the Cerebral Bore.

"The most impressive N64 game ever!"
–Ultra Game Players

Coming October 1998 A.D.

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CLASSIFIED INFORMATION

0428 6211 4842 0680

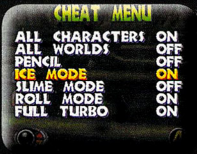
MEMBER IDENTIFICATION #

IGGY's reckin' balls

Cheats Galore

If Iggy's Reckin' Balls has your head spinning, then these codes may help you get back on track. To activate these codes, first press R and Z simultaneously on the Main Menu to access the Enter Cheat screen. Now type in any of the code words shown below. After a code word is entered, press Start to activate it. If a code is entered correctly, you'll hear a "boing" sound. All codes except ICEPRINCESS and GOOEYGOGGGOO can be used simultaneously.

Cheat	Description
THEUNIVERSE	All tracks available
HAPPYHEADS	Hidden characters
2TIMES	Double Rollerball time
ICEPRINCESS	Ice platforms
GOOEYGOOGOO	Gooey platforms
JUMPAROUND	Level warp
SWOPSHOP	Random accessories
GOBABY	Full turbo power
TOOMUCHPIE	Fat characters
NONSTOP	Non-stop Rollerball
2ROKTOO	Enhanced lighting
ROLFHARRIS	Wire-frame graphics


CHEAT MENU

ALL CHARACTERS ON
ALL WORLDS OFF
PENCIL OFF
ICE MODE ON
SLIME MODE OFF
ROLL MODE ON
FULL TURBO ON

Once a cheat is activated, you can access the Cheat Menu while the game is paused.

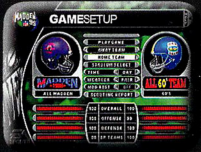
Use the Cheat Menu to turn a code on or off at any time during a game.

MADDEN NFL 99

Talk About Special Teams!

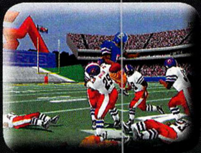
If it's a Madden game, then you know there have to be at least a few hidden teams in it, and the '99 edition doesn't disappoint. To access the teams listed below, first enter the appropriate code word on the Code Entry screen. Once you've typed the code word, be sure to press A, then highlight the Add Code option and press A again. This places the code on the "active" list. These teams are available in the Exhibition and Custom Season Modes.

Team	Code
AFC Pro Bowl	AFCBEST
NFC Pro Bowl	BESTNFC
All Madden	BOOM
All-Time Madden	TURKEYLEG
All-Time Stats	IMTHEMAN
60s Greats	PEACELOVE
70s Greats	BELLBOTTOMS
80s Greats	SPRBWLSHUFL
90s Greats	HEREANDNOW
75th Anniversary	THROWBACK
NFL Equipment	GEARGUYS
1999 Browns	WELCOMEBACK
EA Sports	INTHEGAME
Tiburon	HAMMERHEAD



TIME DAY
WEATHER FAIR
MOD ROST OFF
SCOUTING REPORT

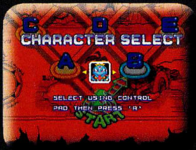
Once a code is entered, go to the Team Select screen to scroll through your choices.


Which of the "all-time" teams is really the all-time best? It's up to you to decide!

BUST-A-MOVE 2 ARCADE EDITION

Character Select

This sneaky trick allows you to choose from eight different characters in the Puzzle Mode. First begin a Puzzle Mode game as usual. When you reach the Puzzle Select screen (where you choose between Puzzle A and Puzzle B), press Left, Left, Up, Down, Left, Right, Left and Right on the Control Pad. Now press L and R simultaneously to make the Character Select screen appear. Use the Control Pad to scroll through the characters. Press A to lock in your choice.



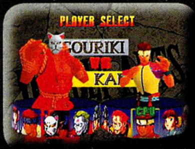
Use the Control Pad to enter the code. Choose your character, then choose a puzzle.

Choosing a different character won't change any other game features.

DEADLY ARTS

Play As Gouriki

You normally must beat the game to access this masked warrior, but we've found a way to get around that requirement. Using the Control Pad, go to the title screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start. Gouriki will now be available in the One-Player Mode.



Yes, the classic Konami Code is back in action!

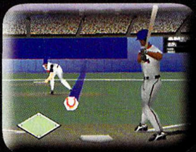
So, what's with the cat mask thing, anyway?

MIKE PIAZZA'S STRIKE ZONE

When's Spring Training?

If you're like us, then winter is just the breather between the World Series and spring training. Here are a few codes to keep you warm while you wait.

Slow Mode



On the Today's Game screen, press L, R, L and R to make the cursor disappear. Press L, L, B, A, L and L. Press Start to make the cursor reappear. Begin your game. Now the action will run in slow motion.

Fast Mode

28 T. Fernandez

To speed up the action, go to the Today's Game screen and press L, R, L and R to make the cursor disappear. Press L, A, Z, R, B, A, L and L. Press Start to make the cursor reappear. Now begin a game as usual.

Low Gravity Mode

CF K. Griffey Jr.

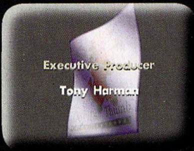
On the Today's Game screen, press L, R, L and R. Now press Up on the Control Pad, R, A and L. Press Start, then begin a game as usual. Low gravity will make the ball travel higher and farther than usual.

High Gravity Mode

19 A. Galarraga

To increase gravity, first go to the Today's Game screen and press L, R, L and R. Using the Control Pad, now press Up, Down, L, Up and R. Press Start, then begin your game as usual.

View Credits



On the title screen, press R, A, Z, R, right C, A and B. If the code is entered correctly, you'll hear a tone. When the demo begins, press A. After several screens go by, the credits will start.

WWF WAR ZONE

A Little Help From Your Friends

This trick allows you to call a buddy into the ring to help you. At any time during a match, hold L, R, Z and any of the button combinations shown below until a wrestler appears. The button combo you press will determine which wrestler comes to your aid. The only drawback to this trick is that your original wrestler will be disqualified.

If your wrestler needs a new look, try this trick on for size. On the Character Select screen, highlight the wrestler of your choice, hold right C and press A to access an alternate outfit. If your character has an alternate outfit accessed from the Cheat Menu, hold either right C or R, then press A.

Wrestler	Code
Faarooq	Up + B Button
Kane	Down + B Button
Shawn Michaels	Left + B Button
Golddust	Right + B Button
Steve Austin	Up + A Button
Kan Shamrock	Down + A Button
British Bulldog	Left + A Button
The Rock	Right + A Button
Mankind	Up + left C
Thrasher	Down + left C
Bret Hart	Left + left C
Triple H	Right + left C
Ahmed Johnson	Up + bottom C
Mosh	Down + bottom C
Owen Hart	Left + bottom C
Undertaker	Right + bottom C

UNDERTAKER
13:21
BRET HART
STUN

If you think you're going down for the count, call in a buddy for some help.

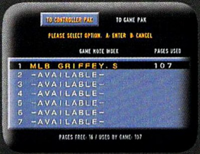
UNDERTAKER
13:01
BRET HART
STEVE AUSTIN

You'll be disqualified, but at least you'll make it out of the ring in one piece!

MAJOR LEAGUE Baseball FEATURING KEN GRIFFEY JR

Revive a Tired Pitcher

Here's another underhanded trick you can try during a Season. To revive a tired pitcher between games, place him on the free agent list, then swap him back immediately. The game saves automatically after any transaction, and there's always a chance another team may scoop up your player before you get him back, so save your game to a Controller Pak before you try this trick.



```
TO CONTROLLER PAK        TO GAME PAK
PLEASE SELECT OPTION.  A: ENTER  B: CANCEL
                GAME NOTE INDEX          PAGES USED
1  MLB GRIFFEY.S                           107
2  -AVAILABLE-
3  -AVAILABLE-
4  -AVAILABLE-
5  -AVAILABLE-
6  -AVAILABLE-
7  -AVAILABLE-
        PAGES FREE: 16 / USED BY GAME: 107
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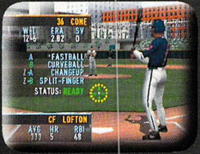
Be sure to save your game to a Controller Pak beforehand.

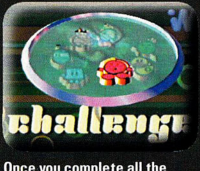


What the—? Didn't this guy pitch just yesterday?!

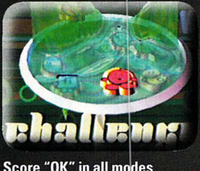
Wetrix

Making Waves

Here's a way to amuse yourself between on-screen floods. First complete all practice rounds to make the main menu turn red, then score an "OK" rating in all modes except Practice and Multiplay. Once that's done, the game icons will flash green. On the main menu, hold top C or bottom C to create waves. Use the Control Stick to move them around.



Once you complete all the practice rounds, the main menu will turn red.



Score "OK" in all modes except Practice and Multiplay to enable the code.

CLASSIFIED INFORMATION

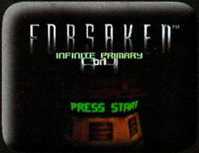
FORSAKEN 64

Extra Ammo, Anyone?

We were about to close the Classified Info file on this game when one of our code hunters surprised everyone with eight—count 'em—eight more codes for Forsaken, which has become one of our first-person, multiplayer faves of 1998. Like the previous codes, these codes are entered on the main menu (where it says, "Press Start"). Use the Control Pad, not the Control Stick, to enter directional commands. If a code is entered correctly, you'll either hear a tone or hear a voice say, "Spud Head!" If you code hunters out there find codes for this or any Nintendo game, be sure to drop us a line.

Infinite Primary

To obtain infinite energy for your primary weapon, press A, R, Z, Right, top C, right C, bottom C and bottom C on the main menu.

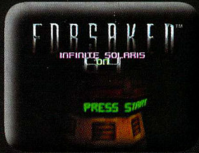


Infinite Energy

This code takes care of all your weapon energy needs. Press L, Z, Left, Right, Down, Down, bottom C and bottom C on the main menu.

Infinite Solaris

To create an unending supply of Solaris missiles, press B, L, L, Z, Up, Down, top C and top C on the main menu. Time to light 'em up!

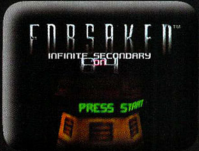


Infinite Titans

Now this is more like it! To make sue that you never run out of the ultimate weapon, press A, B, L, Up, Up, top C, top C and right C on the main menu.

Infinite Secondary

On the main menu, press B, B, Z, Left, Left, top C, left C and right C. This code gives you infinite energy for your secondary weapon.



Freeze Enemies

On the main menu, press R, Z Right, Right, top C, left C, right C and bottom C. Now all enemy craft will be frozen in place and easy pickin's for you!

One-Hit Wonder

With this code activated, you can destroy most enemies with one shot. Press B, B, B, L, R, Left, Down and Down on the main menu.

Stealth Mode

On the main menu, press Up, Up, Up, Up, Right, Down, left C and left C. This code makes you invisible to enemies, as if you had a permanent Stealth Mantle.

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

extreme-G™
XG2™
PC
CD-ROM
EVERYONE
E
CONTENT RATED BY
ESRB
2nd
476

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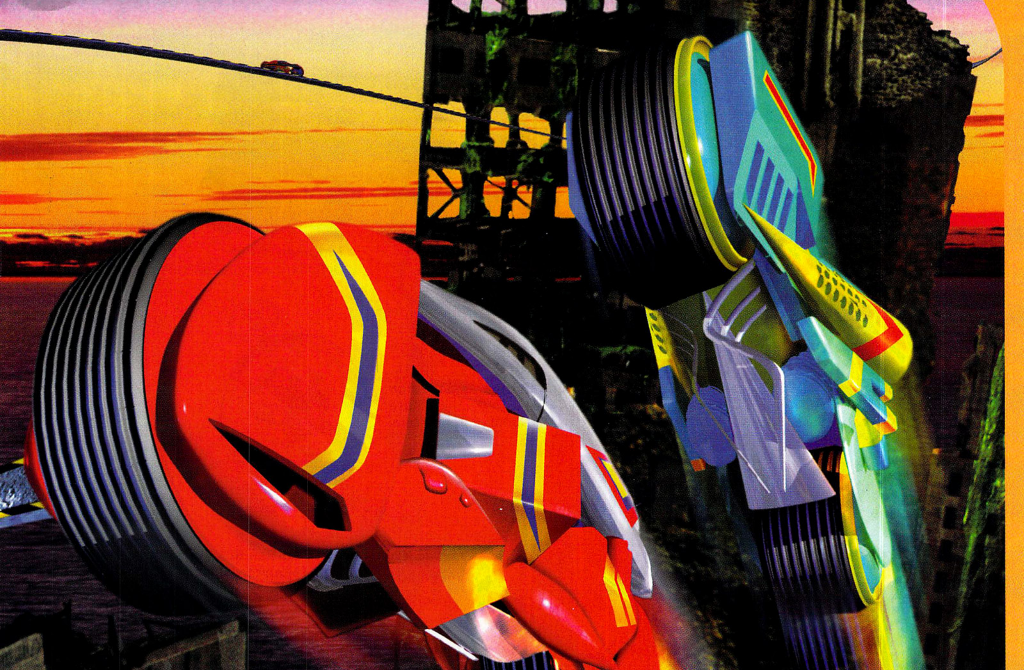

live fast.
die faster.

Extreme-G 2. Feed the speed freak within. Faster than the original. And ten times more deadly. Over 36 new twisting tracks. An expanded arsenal of vicious weapons. 12 all-new homicidal bikes for the surreal ride of your life. And 2-4 player multiplayer madness. This is pure unadulterated velocity. One false turn and you're toast.

Powerup: 8
317
588

Acclaim

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NINTENDO 64

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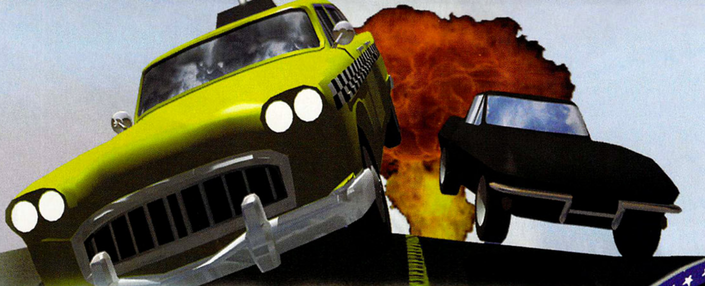


RUSH™ 2
Extreme Racing USA

Last year, you cruised the streets of San Francisco in the original Rush. This time around, Midway takes you across the country at blinding speed in Extreme Racing USA.

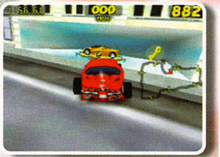
© 1998 Midway

LOOK, IN THE SKY...

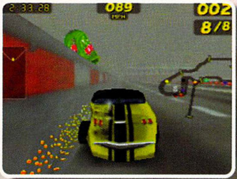
It's a bird, it's a plane, it's...a car? Rush 2 will have you soaring through the sky, flying through tall buildings and jumping over historic landmarks as you try to collect keys and soda cans. You have the option of racing through the circuit and trying to beat the competition to the finish line, or romping through the cities and pulling super stunts while launching off ramps and side streets.

THE KEY INGREDIENT

What do golden keys and cans of soda pop have in common? Both items will earn you access to special vehicles in Rush 2. There are five hidden cars in all. Unlock the first three by collecting keys and the two super drag racers by gathering four cans of soda. The keys and cans are not easy to find, thoroughly. You'll have to search each city.

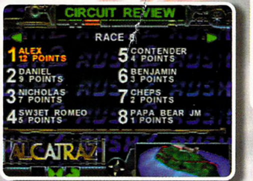


Go window-shopping and take a peek at the special cars. If you collect enough keys or cans, you can use new cars on that course.



RACE TO THE FINISH

In Circuit Mode, you'll race through all seven tracks four different times—once forward, once backward, once mirrored and once backward-mirrored. Confused? All you need to know is that you earn points based on how well you finish each race, and the speedster with the most points at the end of the competition becomes the crowned champion.

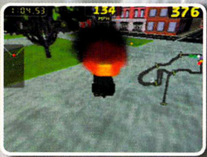


CIRCUIT REVIEW

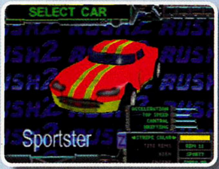
RACE 8

1 ALEX 12 POINTS
2 DANIEL 9 POINTS
3 NICHOLAS 7 POINTS
4 SW3ET ROMEO 5 POINTS
5 CONTENDER 4 POINTS
6 BENJAMIN 3 POINTS
7 CHEPS 2 POINTS
8 PAPA BEAR JM 1 POINTS

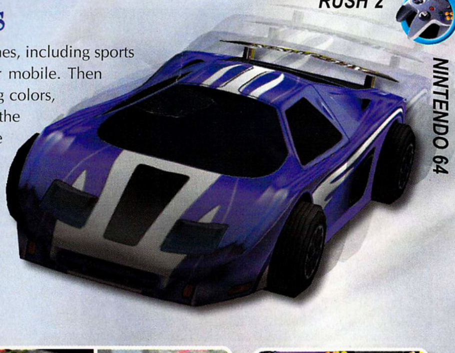
ALCATRAZ



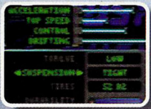
In the death race, you're allowed to keep racing until your vehicle explodes or simply falls to pieces, so you'll have to watch those obstacles!



CUSTOMIZED CARS



Choose from a variety of racing machines, including sports cars, vans, trucks and even a mobster mobile. Then give it your personal touch by selecting colors, designs, tire rims and the sound of the horn. Most important, you can change the car's attributes. Certain tires allow for better control and top speed, while various suspension settings affect the vehicle's drifting ability. Finally, you can alter the durability. High durability is helpful, but it lowers the car's acceleration.

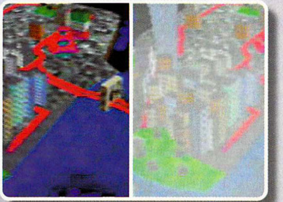


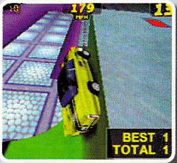
ENDLESS TRACK OPTIONS

Each of the seven courses can be run in four different ways, resulting in a total of 28 unique races. You can also set the amount of fog and wind on the track, adding a variety of challenges to the game play. Each race can be up to eight laps long with up to seven drone opponents. Checkpoints can be turned on or off, and the difficulty of the race can be adjusted. If you really want to have some fun, head to the stunt course and see how high you can fly. You can also race in a wild half-pipe or a rocky crash course, which will test your ability on bumpy roads.

SELECT TRACK
ALCATRAZ

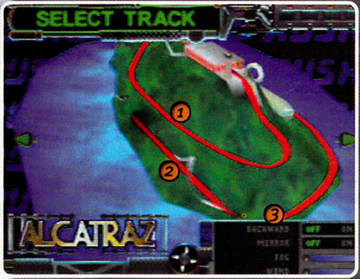
Don't get too comfortable running a course in the normal direction. You'll have to master each track in four ways, including backward-mirrored.



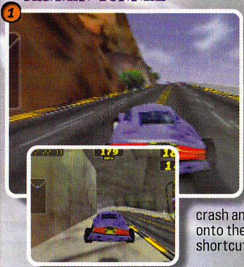


Possibly the best feature in the game is the stunt course, which allows you to soar off enormous ramps and drop from huge cliffs at top speeds.

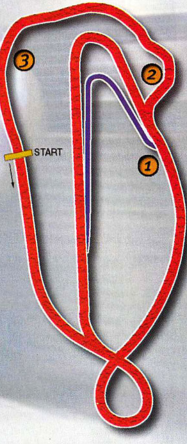
ALCATRAZ



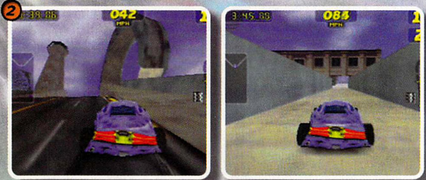
HIDDEN TUNNEL



Immediately after the second checkpoint, watch for a solitary bush on the left. If you drive straight through the bush, you'll end up in a dark tunnel, which will drop you off way ahead of the competition. Don't go too fast in the tunnel or you'll crash and get tossed back onto the road. This is a great shortcut!

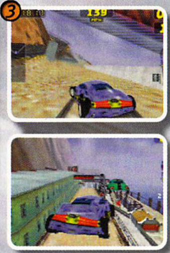


THE BIG LOOP



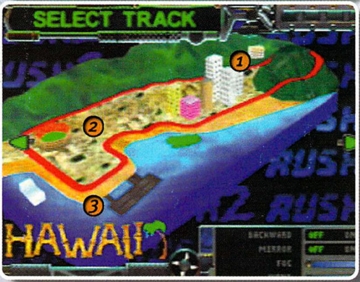
When you fly out of the tunnel and bounce back onto the road, try to gain as much speed as possible and be prepared to take the exit on the left side of the street. If you're successful, you'll perform a complete upside-down loop. This stunt doesn't help you win, but it's fun.

TO JUMP OR NOT TO JUMP

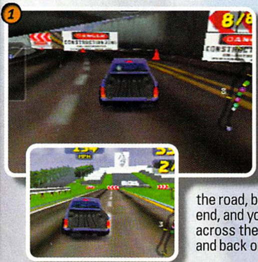


After finishing the loop, you'll have the option of taking either the low road along the water or the main high road. The high road leads to a huge cliff and an enormous leap. If your vehicle doesn't handle jumps very well, you'll probably want to take the low road and play it safe-unless you love to jump.

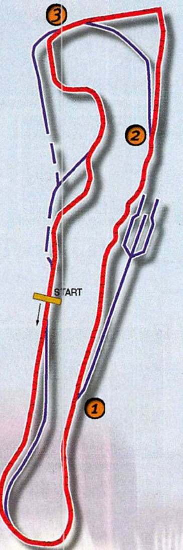
HAWAII



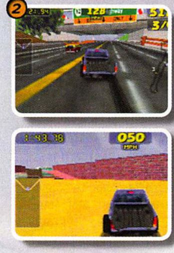
DANGER ZONE



After the first checkpoint, look for the danger signs to the right of the road. Knock over the cones and slip through the right-hand side of the signs. Everything will seem fine as you motor down the road, but the street will end, and you'll soon be soaring across the top of a building and back onto the track.

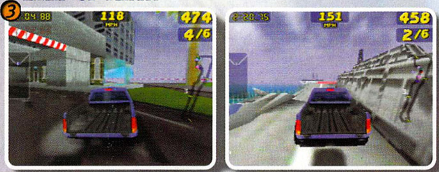


FRESHLY POPPED CORN



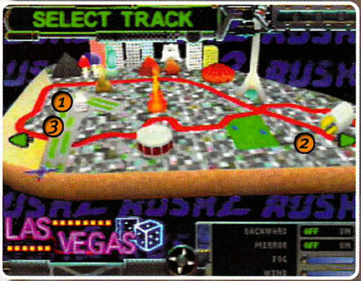
After the danger zone, break through the wooden fence on the left side of the road after you pass under the bridge. Cut through the corn field and you'll come out into the stadium parking lot. Go to the left side of the stadium and jump the ramp at the end of the brick wall.

LEAP OF FAITH

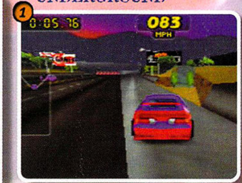


As you drive through the airport, you'll notice a large window on the right. Crash through the glass and zoom under the wings until you see a ramp leading to a ship. Use the ramp to jump on board and keep your speed high, because you'll need to make another gravity-defying leap onto a second ship.

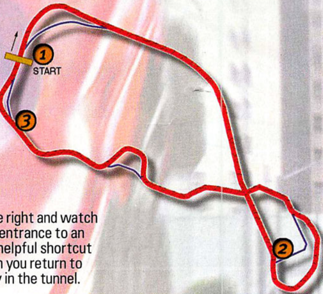
LAS VEGAS



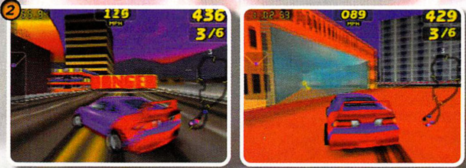
UNDERGROUND



At the very start of the race, stay to the right and watch for two tiny trees that are in front of an entrance to an underground tunnel. Use the tunnel as a helpful shortcut and find yourself ahead of the pack when you return to the road. You can also easily pick up a key in the tunnel.

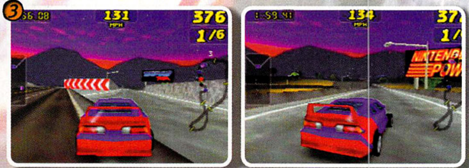


SINFUL MANEUVER



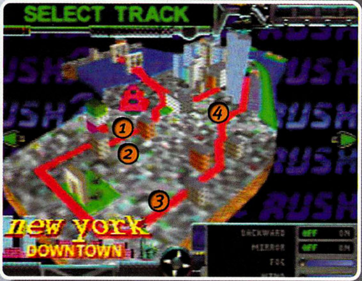
After the second checkpoint, you'll notice the other racers taking an exit to the right. You should pull a sharp left in front of the large danger sign and cut through the strip. You'll wind your way back onto the track in front of the others. Sure, it's a cheap move, but this is the city of sin!

LEAVING LAS VEGAS

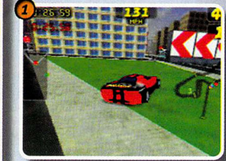


As you reach the end of the lap, there will be arrows pointing to the left. But if you resist the temptation to go left, you'll see a path on the right side. This detour will take you over the track and drop you at the finish line. If you use all the shortcuts, you'll leave Las Vegas as a champion.

NEW YORK DOWNTOWN

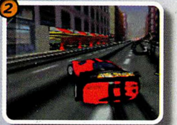

SELECT TRACK
①
②
③
④
new york
DOWNTOWN
BACKWARD
MIRROR
FOG
OFF
ON

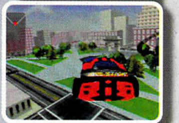
PIZZAS ANYONE?



Once you've crossed the bridge to Manhattan, follow the road until you pass the first checkpoint. Take a quick detour to the right, between the arrows and buildings. You'll find yourself cruising through Little Italy.

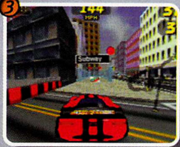
JUST LIKE SUPERMAN

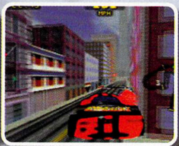




If you skip Little Italy and stay on the main track, you'll see a bunch of cones blocking a parking lot on the left. Knock over the cones and spin through the parking lot. Try to build up speed because you'll be headed for a long ramp, and you'll have to jump over tall buildings and land in the park.

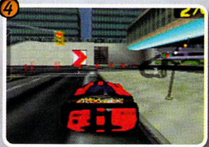
TAKING THE SUBWAY


③
144
MPH
Subway

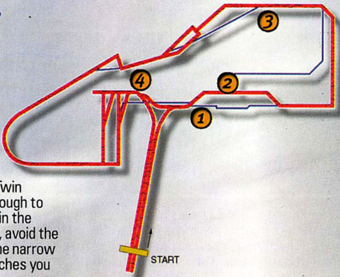


Why bother with those busy roads when you can take advantage of public transportation? You can drive down the entrance to the subway and ride along the tracks. Watch out for oncoming trains, because if you get smashed, you'll wind up back on the street. Hug the side of the subway tunnel to avoid the trains.

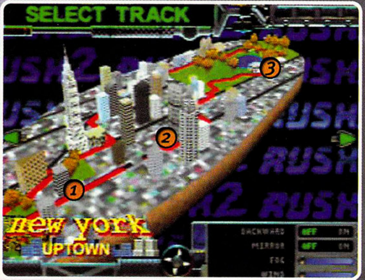
BETWEEN THE TOWERS



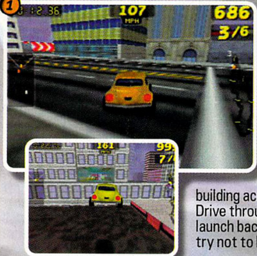
There isn't much room between the Twin Towers, but you'll have to make it through to experience one of the coolest jumps in the game. After flying out of the subway, avoid the sharp right turn and smash through the narrow gate, which leads to a ramp that launches you between the towers.



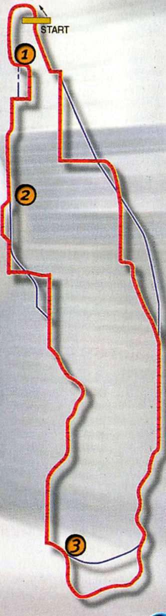
NEW YORK UPTOWN


SELECT TRACK
③
②
①
new york
UPTOWN
BACKWARD
MIRROR
FOG
WINS
OFF
ON

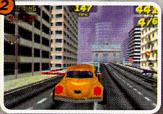
EVACUATE THE BUILDING

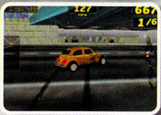

①
107
MPH
686
3/6
161
99
7/

Notice the building with glass windows on the first floor. Directly across from this building is a secret ramp. If you back up and collect enough speed, you can use the ramp to crash into the building across the street. Drive through the building to launch back onto the road, but try not to hurt any workers!



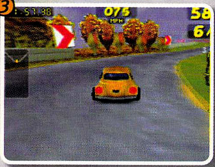
BACK IN THE SUBWAY

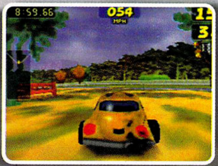




New York is a big city, and using the subway to cut across town . will help you win the race. After driving along the park, you'll find a subway entrance on the right side of the street. As soon as you emerge from the first tunnel, look for a tiny passage to the right of the exit—you'll find a key in there.

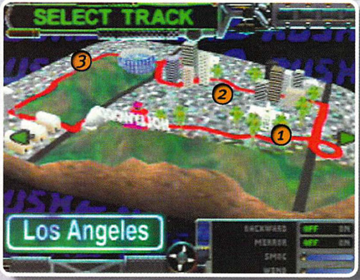
STROLL THROUGH THE PARK


③
075
MPH
58
6/

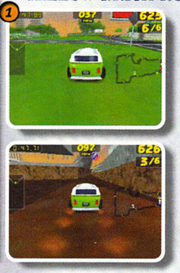

8:59.66
054
MPH

After crossing over the tiny bridge in the park, continue along the road until you see an opening in the fence on the left side. Drive through the trees and cut across the park. You'll drive over a baseball diamond and launch back onto the road. Keep in mind that the grass will slow you down.

LOS ANGELES

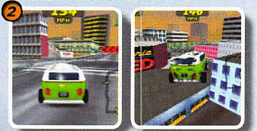


YELLOW BRICK ROAD



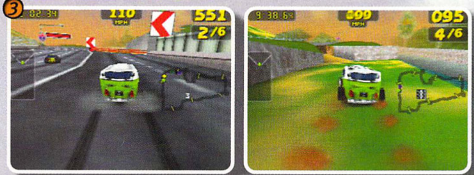
After the first checkpoint, take a left and find the dirt road. Follow the path and knock over the cones on the right side so you can drive under the collapsed bridge. Avoid riding on the grass. Stay right and follow the narrow road back onto the main track. You will save time and find a key on this shortcut.

THE BIG ONE

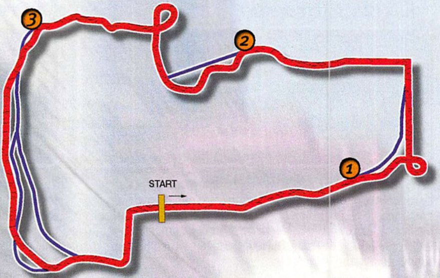


We're not talking about an earthquake–we're talking about one of the longest jumps in the game. Try diverting from the main path and cutting through the city streets. You might find a narrow runway, which leads to a ramp that launches you across town. This is an exciting way to get ahead of the competition.

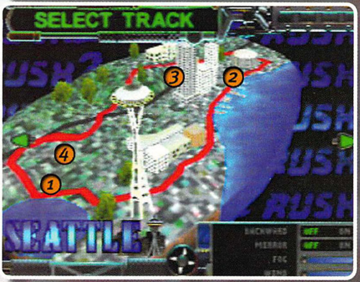
THE HIGHS AND LOWS



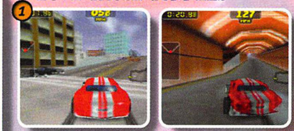
After driving through a series of tunnels, watch for a red fence on the right side of the street. Crash through the fence and take the low road through the water. The low path will lead you onto the main track faster than the high road, and it's one of the best shortcuts available in the game.



SEATTLE

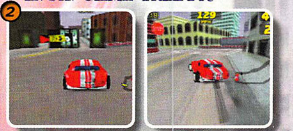


LOVE THOSE TUNNELS



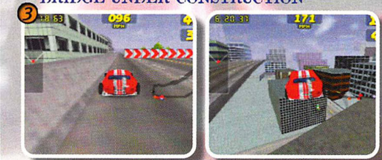
At the start of the race, you'll see a detour on the left side, leading to a tunnel. Don't go too fast through the tunnel or you'll crash into the side wall and wind up back on the main track. There are two exits to the tunnel. The better alternative is the sharp-left exit. Be prepared to slow down and use it.

AVOID GAME TRAFFIC



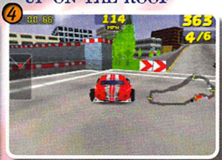
When you spot the soon-to-be-demolished Kingdome in the distance, try taking a sharp left and cutting past the Area 51 sign. Follow the street until you see the second stop sign, then pull a sharp left. You'll find yourself back with the flow of traffic. Smooth execution will place you in front of the pack.

BRIDGE UNDER CONSTRUCTION

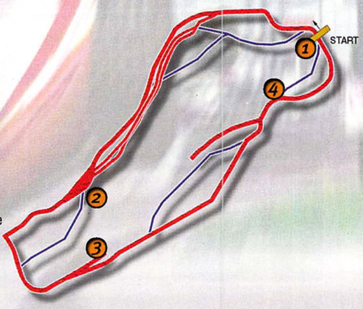


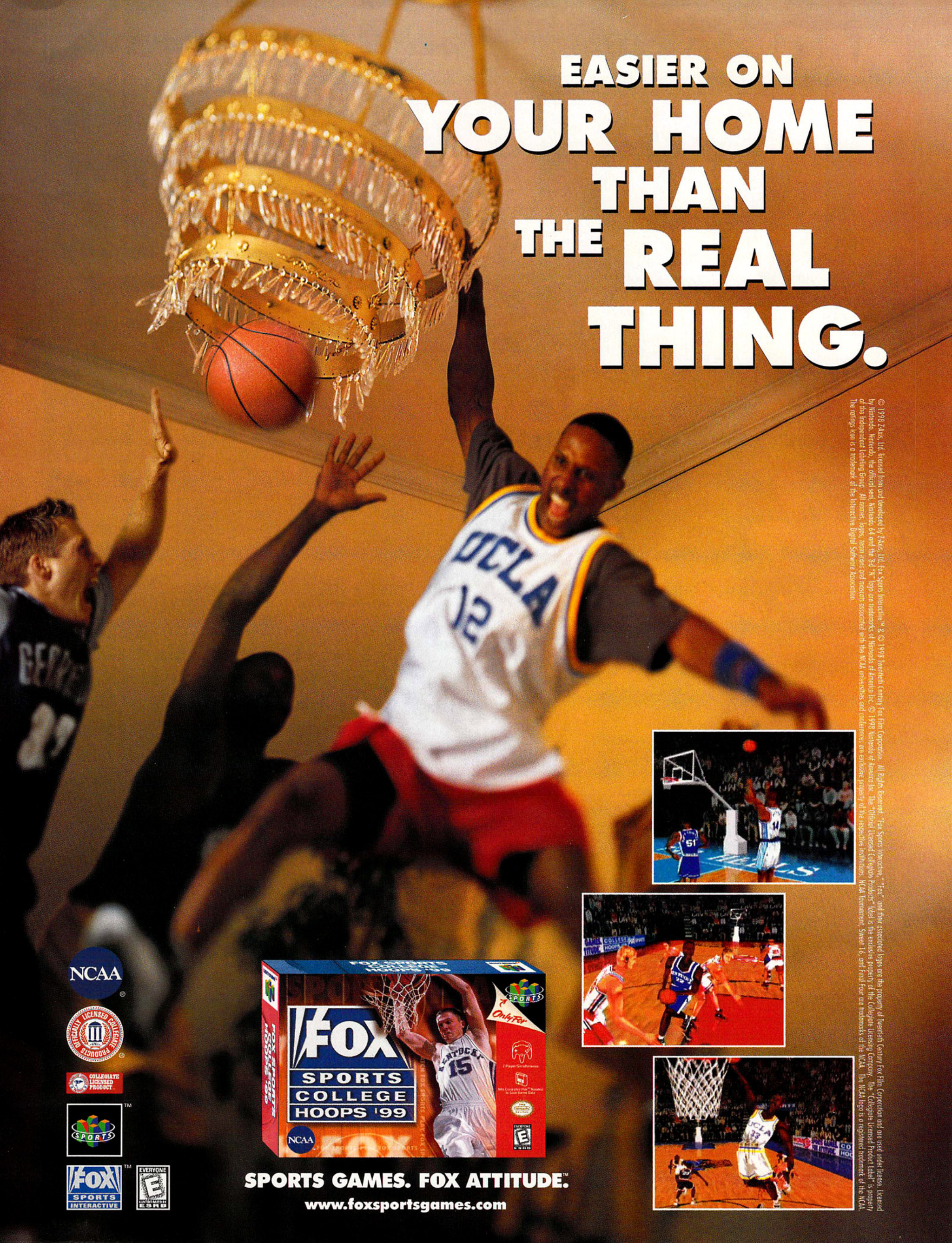
After driving around the Kingdome, look for a long sign with arrows pointing right. Slip past the arrows on the left and gather as much speed as possible. Drive through the cones and take the ramp. Angle your jump to the right so you'll land on the street and not crash into a building. This will take practice!

UP ON THE ROOF



When you see the park on the left, slide off the road and onto the grass. You'll find a key in the left corner next to the buildings. Follow the road and take the ramp onto the rooftops. Practice jumping from the first roof to the second before landing back on the road.




EASIER ON
YOUR HOME
THAN
THE REAL
THING.
UCLA
12
NCAA
OFFICIALLY LICENSED COLLEGIATE PRODUCTS
COLLEGIATE LICENSED PRODUCT
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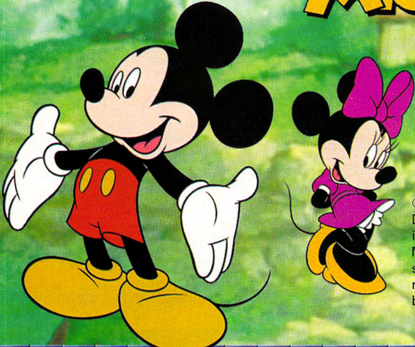
MAGICAL TETRIS CHALLENGE *featuring* MICKEY™



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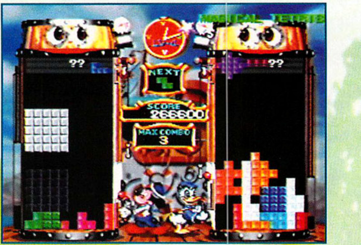
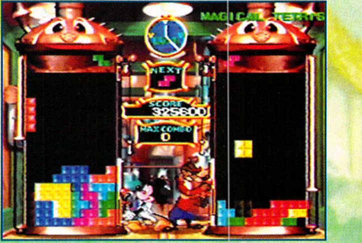
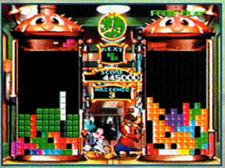
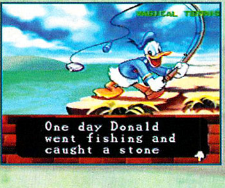

MAGICAL TETRIS
??
??
NEXT
SCORE
266600
MAX COMBO
3

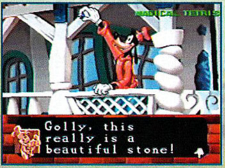

MAGICAL TETRIS
NEXT
SCORE
325600
MAX COMBO
0

You've never experienced Tetris like this before. With magical pieces, some as big as 5x5, and a magic meter that clears the screen, Capcom offers a completely crazy version of the most popular puzzle game ever.

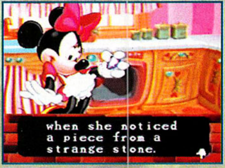

FREE PLAY
NEXT
SCORE
445000
MAX COMBO
3


MAGICAL TETRIS

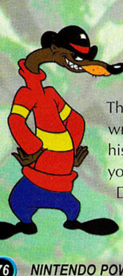
One day Donald went fishing and caught a stone


MAGICAL TETRIS

Golly, this really is a beautiful stone!



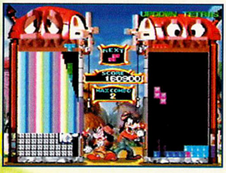
when she noticed a piece from a strange stone.



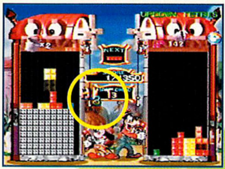
Leave it to Donald Duck to cause trouble. While fishing, Donald catches a mysterious gem, which has strange powers. The stone always seems to wind up in the wrong hands—that is, the hands of Sir Pete and his two henchmen, Wolf and Weasel. When you start the game, you'll choose one of four Disney characters: Mickey, Minnie, Donald or Goofy. Your job is to defeat all the other characters, including Sir Pete, in a game of Tetris and recover the gem. Mickey, for example, must stop Sir Pete from marrying Minnie, who has been hypnotized by the stone. No matter which character you choose, you'll need to win six matches of Tetris to end the game.

YOU CAN DO MAGIC

Two cool, new features show up in both types of play: the magic meter and the combo hits. The magic meter continues to rise as you clear single lines, and once it's full, it wipes the screen clean. You'll earn combo hit points when you clear lines in consecutive moves.



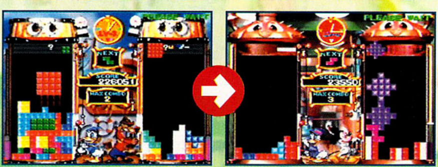
The magic meter is on the left side of your playing field. Every time you clear a line, the meter will begin to rise. Once the meter reaches the top, every line above the meter will be cleared. This can put you back in the game when your puzzle starts getting close to the top.



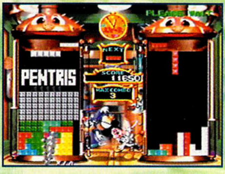
Every time you clear lines with consecutive moves, you'll earn hit points, which increase your score. Longer streaks of combos will earn more points. The number of hits you've earned is recorded in the middle of the screen.

MAGICAL TETRIS

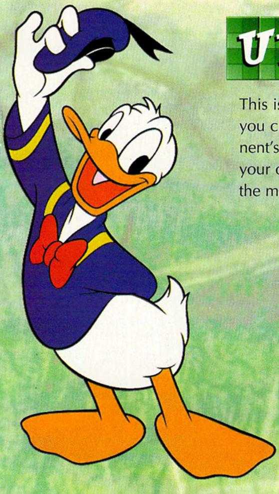
Every time you clear two or more lines with one move, you'll send magical pieces over to your opponent. The magical pieces are sometimes oddly shaped and usually difficult to fit into the puzzle. To get rid of magical pieces, quickly clear two or more lines to counter the move, sending larger pieces back to your opponent.



Many of the magical pieces have complicated shapes that won't fit into your puzzle. Sometimes, these pieces will fit perfectly and can be very helpful. But most of the time you'll want to get rid of them as fast as possible by clearing two or more lines and sending the pieces back.

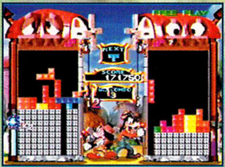


With the silver 5x1 magical piece, you can score a pentris, which is a move that clears five lines at once. If your opponent counters you several times, you'll have to deal with huge 5x5 squares. If you're lucky, you can get a pentris by placing two 5x5 squares next to each other.



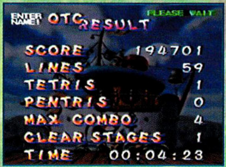
UP DOWN TETRIS

This is the classic version you've probably mastered by now. Every time you clear two or more lines at once, new lines are added to your opponent's screen. The new lines always contain the same empty spot, giving your opponent a chance to fight back. There are no magical pieces, but the magic meter is still used.



ENDLESS MODE

When playing in this Endless Mode, you can choose regular Tetris or Magical Tetris, and you keep going until you finally lose. You can choose from expert, normal and easy levels. As you win more games, the difficulty level increases.



```
ENTER
NAME! OTC RESULT          PLEASE WAIT
SCORE            194701
LINES                59
TETRIS                1
PENTRIS               0
MAX COMBO             4
CLEAR STAGES          1
TIME        00:04:23
```

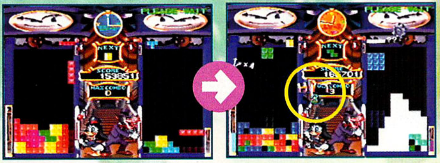
When you're finished, the screen will display your statistical results, including the final score, max combo and total time. After Magical Tetris, you'll see the number of stages cleared. Regular Tetris shows the level you've reached.

STRATEGIES

The two modes of Tetris in this game require slightly different strategies. We've started out by giving you some basic Tetris tips that will have you stacking shapes like a Tetris pro.

BASIC TETRIS

Playing for Points

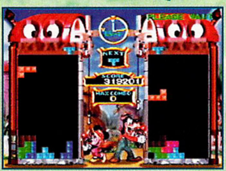


If you're looking to score points, stack your pieces together, wait for the right shape, and clear a bunch of lines at once. Another way to score big is to clear the screen completely. It's hard to do, but it gives you a huge bonus. Remember, combos score the most points, too.

Line by Line

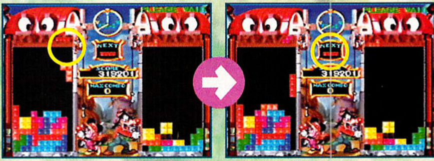
When you're trying to fill the magic meter and clear lines quickly, you can press Up on the Control Pad to make the current piece snap into place immediately. Sometimes it's beneficial to guide the piece down slowly and move it horizontally to fill gaps before it locks into place.

Me and My Shadow



As a piece begins to fall, notice its shadow at the bottom of the screen, showing you where it will land. This is a helpful feature that gives you confidence to drop pieces quickly. Speed is crucial, especially in Up Down Tetris. The shadow can be turned off by pressing any C Button.

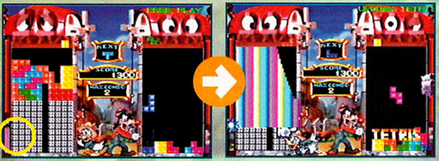
Think Two Steps Ahead



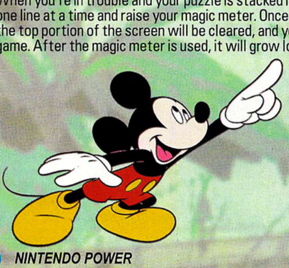
At the top of your Tetris screen, you can see which piece will be coming next. Always anticipate the next piece and prepare your puzzle for its arrival. If you really have a quick mind, keep your eye on the box in the middle of the screen, which shows the third shape to come.

UP DOWN TETRIS

Magical One-liners



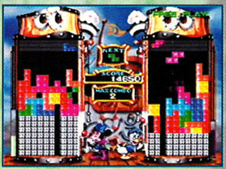
When you're in trouble and your puzzle is stacked high, try to knock off one line at a time and raise your magic meter. Once the magic meter is full, the top portion of the screen will be cleared, and you'll be back in the game. After the magic meter is used, it will grow longer.



Speed is the Key

At the beginning of the game, work as fast as you can and concentrate on clearing more than one line with each move. Every time you clear two or more lines, you'll send extra rows over to your opponent. Force your competitor to deal with new rows while keeping your screen clean.

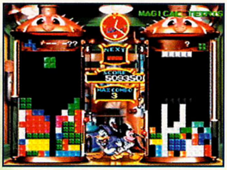
Fill the Open Space



When your rival fires over more rows, one space in your stack will always remain open. You can fight back by using a long piece to fill the open space and send lines back to your opponent. If you build a Tetris, the screen will flash, and your competitor will be stuck with four new rows.

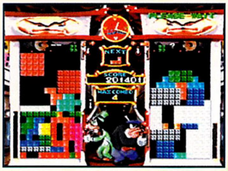
MAGICAL TETRIS

Questionable Shapes



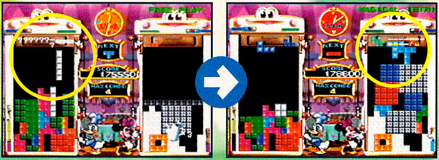
The top area above your playing field shows the pieces that will be coming next. If you see a question mark, your opponent has sent over a magic piece and you'll have to wait to find out what it looks like. An exclamation mark warns you to get ready for a large, odd shape.

Troublesome Pieces



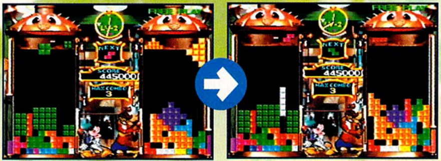
When you're faced with large magical pieces, you'll have to abandon your current plan and concentrate on fitting the magical shapes together. Try to place large boxes next to each other in hopes of getting them off your field. Identical magical shapes will fit well together.

Counterattacks



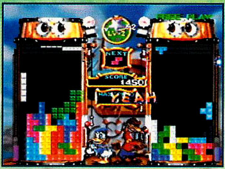
One of the most important moves in the game is the counterattack. When your opponent sends magical pieces, quickly try to clear two or more lines to ship the magical pieces back. Every time a magical piece bounces back, it grows in size. The largest piece is the 5x5 square.

Those Evil Twins



Be prepared for long streaks of identical pieces. For some reason, the 2x2 squares seem to fall in floods. Be patient and try to stack the boxes to one side of the screen. If you organize the pieces well, you'll be able to use several different shapes to help clear the screen.

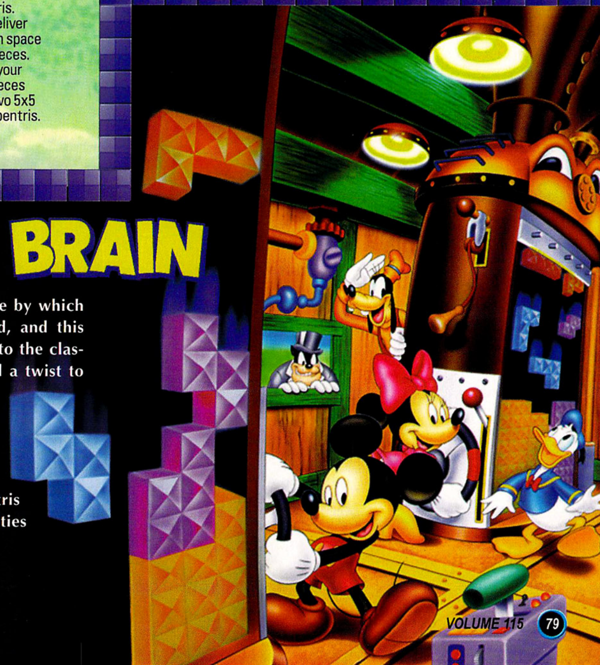
Landing the Big Hit



The most devastating move in Magical Tetris is the pentris. When you're looking to deliver the big blow, leave enough space for one of the silver 5x1 pieces. The pentris will increase your score and send magical pieces back to your opponent. Two 5x5 squares will also score a pentris.

WORK YOUR BRAIN

Tetris has always been the puzzle game by which all other puzzle games were measured, and this version adds a whole new dimension to the classic formula. The magic pieces add a twist to the two-player battle, and the computer opponent will keep you challenged. The game may star Mickey and friends but it's really a game for all ages. With its multiple puzzles, Magical Tetris gives you plenty of opportunities to exercise your brain.



CHRISTMAS IS COMING.

BEG EARLY.
BEG OFTEN.

N64 with Bonus Atomic Purple Controller.
This one is definitely worth getting down on your knees.

NINTENDO64

THE LEGEND OF ZELDA
OCARINA OF TIME
STAR WARS
ROGUE SQUADRON

Brush up on your whimpering because these are the holiday's hottest titles.

Game Boy Color and new color games.
Our advice? Grab onto mom's ankle and chant "Please, please, please."

GAME BOY
GAME BOY COLOR

GAME BOY COLOR
GAME & WATCH GALLERY 2
BOMBERMAN
TETRIS DX

GAME BOY
Pokémon
Gotta catch 'em all!
RED VERSION
BLUE VERSION

New Pokémon.
Advanced groveling suggested.

Donkey Kong Country 3 and Super Mario All Stars.
Here's a tip: Try and produce some tears before you start begging. Mothers can't resist them.

DONKEY KONG COUNTRY 3
DIXIE KONG'S Double Trouble!
SUPER MARIO ALL-STARS
SUPER NINTENDO

FUNTRONICS

SEARS

Nintendo®

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TOP GEAR™ Overdrive

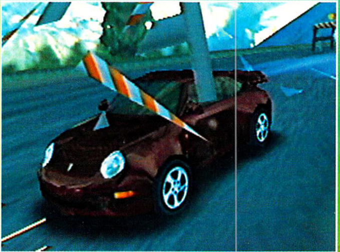
© 1998 Kemco/Snowblind.

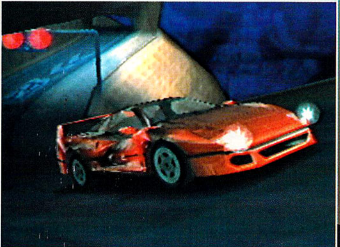
Deadly tracks, dangerous weather, and the world's most impressive collection of vehicles—everything you'd expect from a Top Gear game is in this new racer from Kemco and Snowblind.

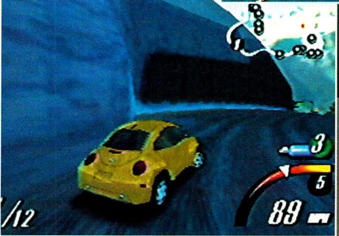
START YOUR ENGINES

When you shift into Overdrive, it's every man for himself! There's nothing fair about the races in Top Gear—if you want to win, you must resort to cheating. In other words, take as many shortcuts as possible and wipe out your opponents with low-down tricks, such as bumping them off track or knocking over obstacles. After all, when dealing with wicked courses and nasty weather, you lose your conscience in a hurry.

EXPANSION PAK™
Enhanced







Top Gear Overdrive takes advantage of expanded memory, so by boosting your system to four megabytes, you can have the ultimate racing experience. Enjoy enhanced graphics and faster game play with a memory upgrade.

CHOOSE YOUR RIDE

Overdrive offers some impressive vehicles, but just as in real life, they don't come for free. You'll need enough cash to buy these hot wheels and take them for a spin. The more you win, the better vehicles you'll be able to buy.

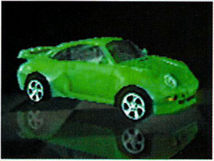
BUGGIN'

This little bug is one of your only options when you start the game. It won't give you speed or acceleration, but you'll be pleased with the strong handling, which is vital for beginners.

HOT ROD

Time to get serious. This little number has speed, handling, acceleration and solid brakes, but it also has some disadvantages. Because it's low to the ground, it struggles off the pavement.

SPOILER



Once you take this puppy for a spin, you won't ever want to go back. Loaded with speed, handling, acceleration and great brakes, this one lives up to its name. And it doesn't hurt that it looks so hot!

INCREDIBLE

This vehicle handles like a race car but rumbles like an army tank. Not only does it fly at top speeds, but it cruises over the rough spots with the greatest of ease.

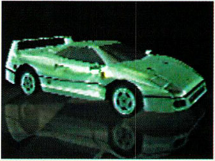
EASY RIDER

If you'd rather hit the track with more speed and less handling, you'll want to choose this sleek racer. When you first start playing the game, you'll probably look for better control.

STRIPES

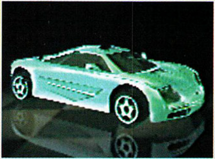
This striped race car will help you win many contests with its great handling and blazing top speed. Try to use its fast acceleration to explode out of sharp turns.

SLICK & SLEEK



Since you may never own a car like this, you might as well enjoy it virtually. Don't bother taking shortcuts with this baby—just rely on its speed and acceleration to pass the competition.

ULTIMATE

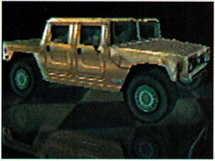


It doesn't get any better than this, fully outfitted with handling, acceleration, speed and brakes. Turn the key and kiss the competition goodbye—no one else stands a chance.

FOUR-WHEEL

This large vehicle is the one to choose for cruising over rough terrain when you need to travel off-road. For such a tough rig, the four-wheeler will surprise you with its speed and acceleration.

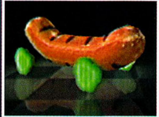
MONSTER

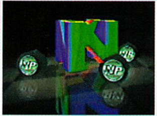


It takes a while for this urban assault vehicle to get moving, but once it does, you'll be amazed at its top speed. Not surprisingly, the handling is very poor, making it a challenge to drive.

HIDDEN VEHICLES

There are some wacky hidden vehicles that you must uncover, including a speedy hot dog and a high-flying taco! Our favorite, of course, is the special Nintendo Power machine.



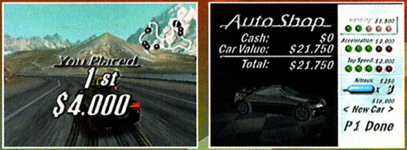


BELLS AND WHISTLES

Overdrive gives you the chance to visit the Auto Shop to spend cash on sprucing up your vehicle and to take out the spray can and give your car some individuality. Game options include a variety of driving perspectives and shifting choices.

AUTO SHOP

As the competition gets tougher, you'll need to improve your vehicle by spending some money at the shop. New cars are also available if you want to make a trade.

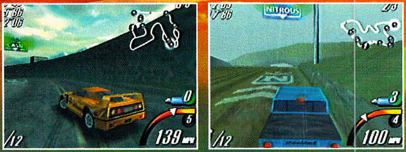


Auto Shop
Cash: $0
Car Value: $21,750
Total: $21,750
Handling: $1,500
Acceleration: $2,000
Top Speed: $2,000
Nitrous: $250
x 3
$18,000
< New Car >
P1 Done

You can increase the handling, acceleration, braking, top speed or amount of turbo. Driving at high speeds may be fun, but solid handling and quick acceleration are essential for success on twisting roads.

MONEY & POWER

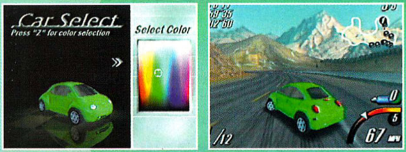
As you drive along the road, you'll pass over cash spots and nitro spots. Money will afford you better vehicles, and nitros will give you quick turbo boosts.



Use your turbo boosts to accelerate out of long turns, but save them for the end of the race. If you place in the top four, you'll earn the extra money you collected from driving over the cash spots.

CUSTOMIZED PAINT JOBS

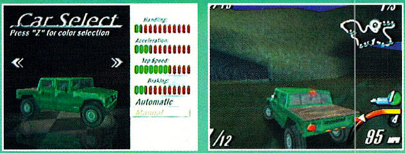
Overdrive doesn't have the same paint shop feature as Top Gear Rally, but you can still add your own personal touch by painting the vehicles your favorite color.



At the Auto Shop, hold down the Z Button to see the color palette. Move the Control Stick to view different colors. When you've chosen the perfect color for your racer, release the Z Button to return to the main menu.

SELECT SHIFTING

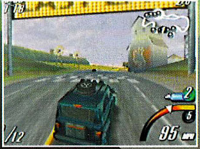
Driving up steep hills and making sharp turns at high speeds become serious challenges if you have manual shifting. Beginners should stick with an automatic.



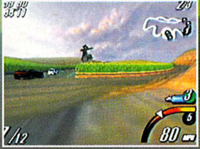
If you're looking for complete realism, try your hand at manual shifting. Mastering the bumpy roads and tricky curves will require rapid gear changes and a whole lot of practice.

DRIVING PERSPECTIVES

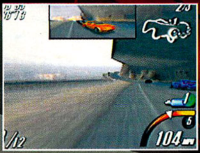
Overdrive supplies three different perspectives—one from outside the vehicle and two from the driver's seat. There are no major advantages to any of the views.



The exterior view will help beginners avoid obstacles and keep the vehicle safely on the road. This is the view of choice.



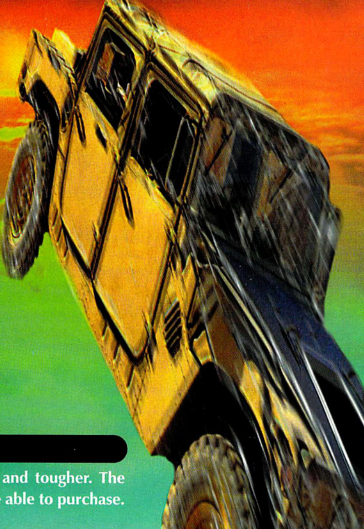
Your perspective of the road from inside the car feels realistic, but your overall view of the boundaries is not as broad.



The rear-view mirror is a nice touch, but it's not always possible to look in it when you're flying through the courses at high speeds.

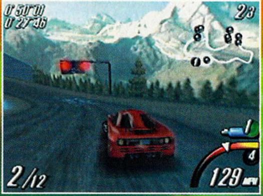
THE ROAD TO VICTORY

Snowstorms, monsoons, dark nights and plenty of eager opponents stand in your way as you drive toward the championship. Use the Versus Mode to practice and battle against your friends. The Season Mode leads to more vehicles.

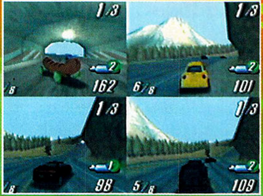


VERSUS MODE

Settle those friendly disputes by racing against your buddies, or practice against the computer and learn the nuances of each course by driving solo.



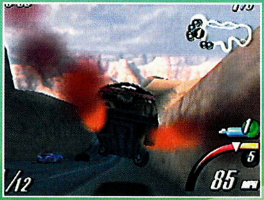
The one-player Versus Mode allows you to warm up against the computer and practice the unlocked courses. Take the time to learn the shortcuts and test the sharp corners.



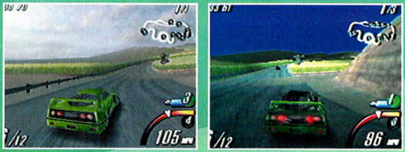
Top Gear Overdrive has an awesome split-screen racing mode, and unlike Top Gear Rally, the game allows up to four players to compete on the same course at one time.

CHAMPIONSHIP MODE

The championship is divided into six seasons, which get progressively longer and tougher. The more races you win, the more money you'll earn and the more vehicles you'll be able to purchase.



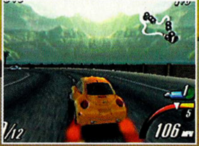
To complete a season, you need to finish no worse than fourth in each race. After conquering all the seasons, you'll ride into the winner's circle as the ultimate champion.



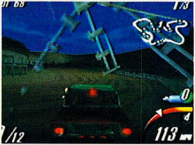
The weather on each course will change from season to season. This adds a new challenge and forces you to sample different vehicles.

WHEN THE WEATHER OUTSIDE IS FRIGHTFUL

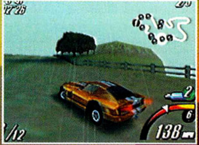
Mastering the crazy weather conditions is one of the game's most challenging requirements. You'll be sliding in snow, skidding in rain and racing in the dark of night. Keep in mind that larger vehicles have better control in inclement weather.



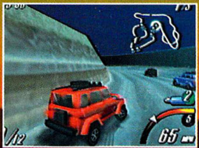
You'll ease into racing each course first in the summertime, with clean pavement and perfect visibility from start to finish.



Some races take place at sunset, forcing you to deal with long shadows, and some are at night, making the road hard to see.



When the rain starts to fall, you'll start skidding around every corner. Lower your speed and stay in control during turns.



Unless you're in a four-wheel drive vehicle, you won't have any traction in the snow, so drive slowly and stay on the road.

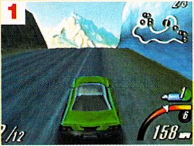
KEEP YOUR EYES ON THE ROAD

Pure speed won't result in success. You'll need to anticipate sharp turns and know where to find helpful shortcuts on each track. There are five beautifully detailed courses, which are also mirrored. In addition, there's a bonus hidden track.

FRIGID PEAKS

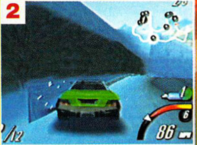
This is a breathtaking run along the mountains with some very tricky, yet essential, shortcuts. If you learn where the secret paths are, you'll master this course in no time.

1



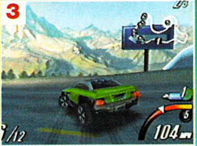
To start the race efficiently, keep your vehicle hugging the right mountain wall on the inside corner of the first long turn.

2



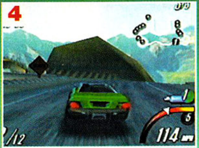
The first shortcut is on the left as you exit the main tunnel. Slip in front of the side rail and crash through the ice.

3



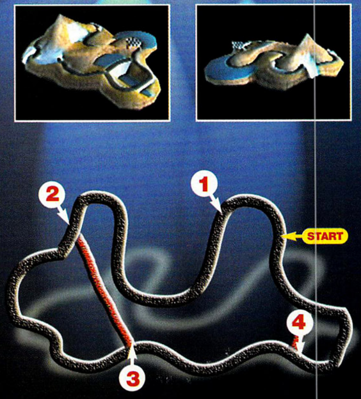
As you exit the underground ice cave, you'll have to pull a fast 90-degree hairpin turn, so get ready to use those brakes!

4



Another very effective shortcut comes after the bridge. Knock down the road blocks on the left and scoot ahead of the pack.

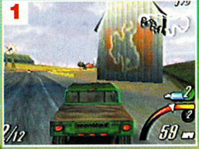
SLIPPIN' AND SLIDIN'



FERTILE CANYON

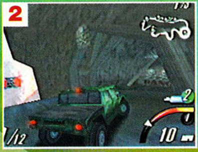
The key to this twisting path is to anticipate the sharp turns. Shortcuts in the canyon won't help much. Use a car with good handling to tackle the many wicked corners.

1



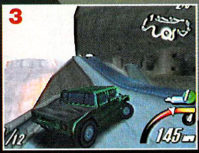
Take the obvious shortcut on the right, past the barn and through the field. You'll jump ahead at the start of the race.

2



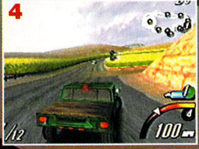
You can drive through a tunnel by making a sharp turn and breaking through the entrance to the right on the canyon wall.

3



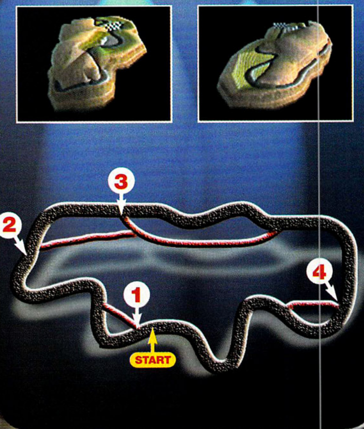
There's a much easier route into the canyon tunnel. Take the side road to the right, which connects to the secret path.

4



After the bridge and before the scarecrow, you'll find a dirt road to the right. This shortcut is not particularly helpful.

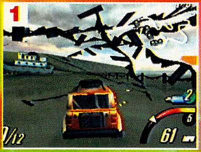
FOR DAREDEVILS ONLY



SWAMPY DEPOT

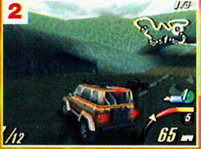
At this point, you should have access to one of the heavier vehicles, which will come in handy for the monster jumps in the swamp. Use the shortcuts—they're beneficial.

1



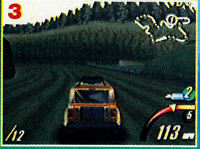
If you have a big vehicle that can cruise over the grass, break through the fence and drive to the right of the large ship.

2



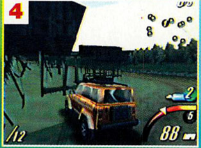
Slow down as you pass under the bridge and make the jump. Be prepared to cut to the left and go into the tunnel entrance.

3



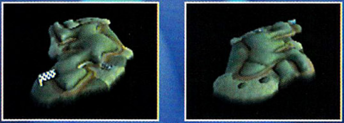
Drive through the tiny gate on the right side of the road after leaving the tunnel. This will give you a great advantage.

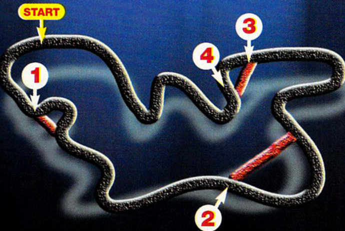
4



Don't be afraid of the huts. If you're going fast enough, you can crash through their legs and soar back onto the road.

A WET AND MUDDY TRIP

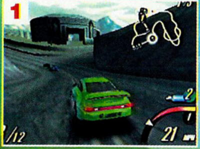




DOWNTOWN

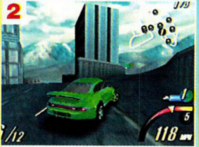
Here you'll fly through city streets at insane speeds and perform spectacular aerial stunts between buildings and freeways. It's a good thing there are no cops around!

1



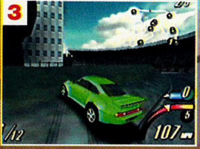
After the first tunnel, take the right fork in the road. It's a little shorter, and you'll jump out in front of the pack.

2



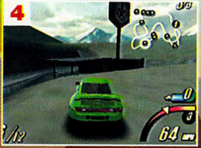
Immediately after the second tunnel, you can take the Motor City exit. With enough speed, you'll launch onto the ramp.

3



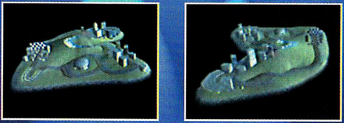
If you miss the exit, take a left onto the grass before crossing under the freeway. Follow the tire tracks along the grass.

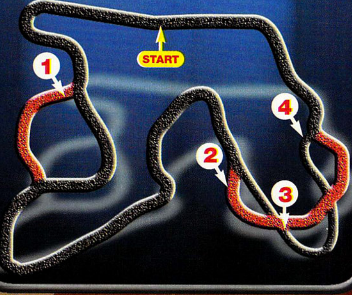
4



If you cut across the grass, drop off the steep bank and make a sharp turn to get back on the track with the competition.

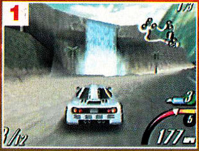
STOPLIGHTS MEAN NOTHING



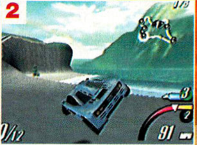


SANDY BEACHES

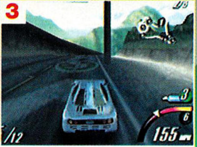
There's no time to admire the scenery—this course is short and difficult. Victory depends on your ability to make a clean run without any crashes or unnecessary detours.



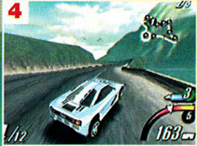
Splash straight into the waterfall to find a short tunnel. Drive through slowly and avoid crashing into the side walls.



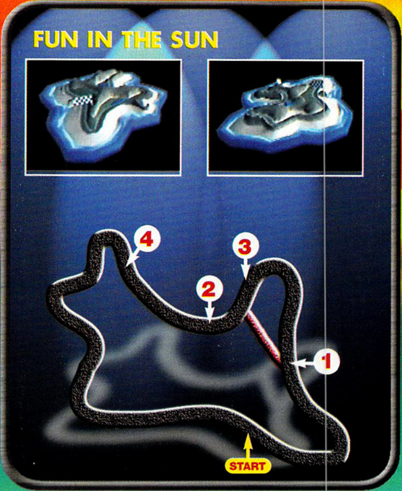
Follow the beach all the way around the island and back onto the road. Heavier vehicles are the faster ones on sand.



If you dodge the waterfall, you'll get a cash spot along the road. Hit your nitro on the straightaway to fly up the hill.

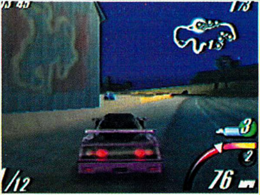


When soaring up the steep hill, stay to the right, or you'll crash into the side of the mountain at the top of the jump.

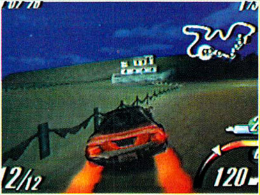


MIRRORED TRACKS

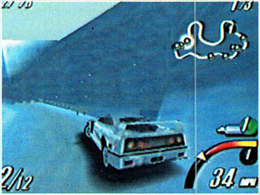
Just when you think you've mastered and memorized all the crazy courses, you'll be introduced to the mirrored versions. All your instincts will be wrong, and you'll need to fight those urges and train yourself to make the opposite turns.



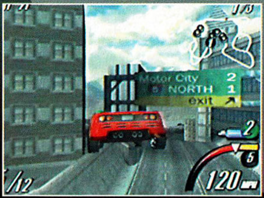
When you start the mirrored Canyon track, the barn will be on your left. Drive past the barn and cut across the field.



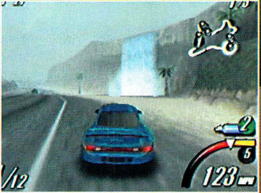
In the mirrored Swampy Depot course, you'll see the ship on the left. Break through the fence and drive around the boat.



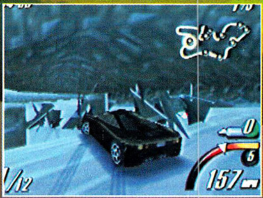
When you exit the tunnel in the mirrored Frigid Peaks track, remember that the entrance to the ice cave will be on the right.



The sign for the Motor City exit in the mirrored Downtown course points to the right, but the ramp is really on the left side.



As you come around the long, right curve on the mirrored beach track, the waterfall will be across the sand on the right.



In the mirrored Swampy Depot track, notice that the huts are on the right side and the helpful shortcut is on the left.

MILO'S™
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"Expect hours of out-of-this world fun and excitement with this release."

www.nintendo64.com - August 1998

"Featuring pits, bumps and other obstacles.... Bowling may never be the same."

Nintendo Power - September 1998

Bowl against your buddies on an alien's tongue. Sabotage your friends with Pea Balls, Cosmic Goo, and good old fashioned bombs. Packed with awesome power-ups, seriously warped lanes and four person multi-player action, Milo's Astro Lanes is the future of bowling.

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EVERYONE E ESRB

PLAYER 1

NINTENDO64

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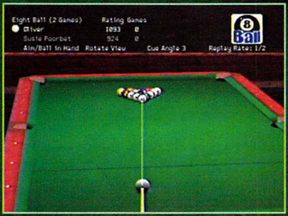
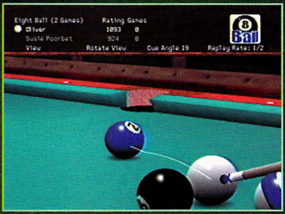
VIRTUAL POOL™ 64

Rack 'em up and go for the break in Crave Entertainment's new hard-hitting pool game. You'll need focus, knowledge of geometry and one well-chalked cue to keep up with the felt-ripping, pool hall action.


Eight Ball (2 Games)
Rating Games
Oliver 1093 0
Susie Poorbet 924 0
Aim/Ball in Hand
Rotate View
Cue Angle 3
Replay Rate: 1/2
8 Ball

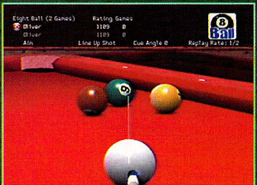

Eight Ball (2 Games)
Rating Games
Oliver 1093 0
Susie Poorbet 924 0
View
Rotate View
Cue Angle 19
Replay Rate: 1/2
8 Ball

©1998 Crave Entertainment

Turn Your House into a Pool Hall

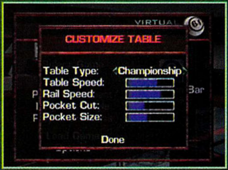
Now you can have all the challenge and fun of championship pool without that giant table taking up a whole room. VR Pool 64 brings the finest details of a pool hall, minus the big guys with tattoos and bad attitudes, to your home. With oodles of features and infinite possibilities, this game may be a lot smaller than a pool table, but it has just as many angles on the action.

Sharp as a Tack


Eight Ball (2 Games)
Rating Games
Oliver 1109 0
Oliver 1109 0
Aim
Line Up Shot
Cue Angle 0
Replay Rate: 1/2
8 Ball

VR Pool's Hi-Res graphics are about as sharp as they come. From every angle and at any magnification, the graphics practically jump off the screen. This exquisite level of detail makes all the difference when you're lining up a cross-table shot on the eight ball for the win.

I Did It My Way

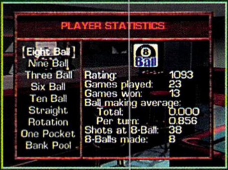

VIRTUAL
Bar
Load Game

CUSTOMIZE TABLE

Table Type: Championship
Table Speed:
Rail Speed:
Pocket Cut:
Pocket Size:
Done

From the color of the felt on the table to the sensitivity of the controls and even the background music, Virtual Pool 64 lets you tailor the game to your liking. There are enough details here to keep a sim-head satisfied, without ever losing sight of the game's real point—fun.

The Numbers Game



PLAYER STATISTICS

[Eight Ball]
Nine Ball
Three Ball
Six Ball
Ten Ball
Straight
Rotation
One Pocket
Bank Pool

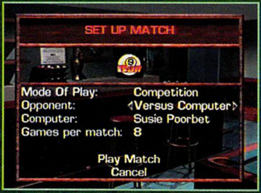
Rating: 1093
Games played: 23
Games won: 13
Ball making average:
Total: 0.000
Per turn: 0.856
Shots at 8-Ball: 38
8-Balls made: 8

You want numbers? Create and name up to eight different players, then follow their successes from match to match and tournament to tournament as the game keeps track of their preferences and statistics. Or you and a friend can track and compare your best shots, and your scratches!

Mano a Mano

Go one-on-one in Match Play Mode. Whether it's you and a friend or you and the computer, a pool game doesn't come any purer than this. Two opponents, two pool cues and only one winner. Play any game at any level of difficulty while you prepare for tournament play, practice a bit or settle a score.

What's in a Name?



SET UP MATCH

Mode Of Play: Competition

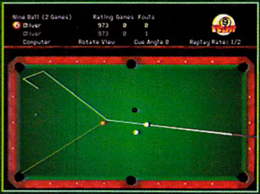
Opponent: ‹Versus Computer›

Computer: Susie Poorbet

Games per match: 8

Before you take on your human opponents for a little one-on-one action, you should consider practicing your technique against the computer. And how hard can it be playing the computer when it's calling itself Mrs. Offen or Susie Poorbet?

Show Me the Way

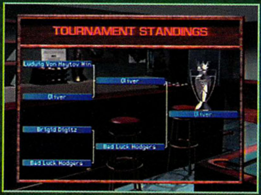


Nine Ball (2 Games)	Rating	Games	Fouls
Oliver	973	0	0
Oliver	973	0	1

If you're the kind of player who prefers to preview your shot before you take it, the Kibitz Shot, which is found only in Practice Mode, is for you. It illustrates all of the ball alignments and reactions as you aim the cue ball from point to point before you take your shot. Explore your options within a single, given scenario.

Tourney Time

One of Virtual Pool 64's best features is its super-deep Tournament Mode. Choose the game, rules, location, difficulty level, handicaps, table and games per match, then duke it out in a four-, eight- or sixteen-player struggle for the trophy.



TOURNAMENT STANDINGS

Ludwig Von Haytov Win

Oliver

Oliver

Brigid Digitz

Bad Luck Hodgers

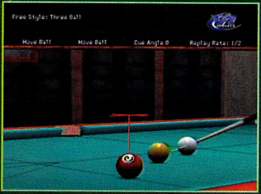
Bad Luck Hodgers

Oliver

Winner takes all! Sure, it's going to take consistency and endurance to make it all the way to the end, but if you practice hard enough and use strategy along with skill, you could end up with your name engraved in gold. Otherwise, you could be looking for a new day job.

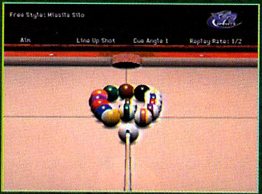
Freestyle Fun

A pool table is a lot like a deck of cards: You can use it for countless different games. Freestyle Mode is the one to choose to access VR Pool's infinite possibilities. Set the table any way you want, then play a game you already know, or invent a new one.



The freedom it gives you to invent your own games all but guarantees that Virtual Pool 64 will never get old. Freestyle Mode lets you practice handling the different situations you might run into in a match or tournament. Use it to help perfect the techniques of yours that could use some work.

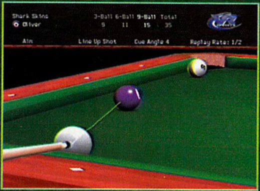
Built-In Shots



In Freestyle Mode, you can select from a list of almost 100 predetermined shots, watch the computer demonstrate the shot, then try your hand—and cue—at duplicating it yourself. Learn how to perform all the eye-popping trick shots to get yourself out of head-scratching tournament quandaries.

Shark Skin Boots

The Shark Skins Game is as cool as its name. It's a combination of Three Ball, Six Ball and Nine Ball. Each time you sink a ball, you earn a point, and a foul gives you two points. That sounds easy, but the challenge is that it's like golf—the low score wins.



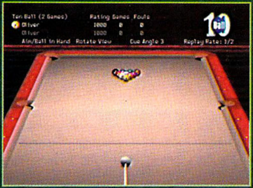
Shark Skins	3-Ball	6-Ball	9-Ball	Total
Oliver	5	11	15	35

Without risk, there is no reward! Whenever you have the chance, try to use a low-numbered ball to pocket the three, six or nine ball, depending on the game. If you make the shot, you'll save yourself a ton of strokes. If you miss it, you'll cost yourself only one stroke.

Different Strokes

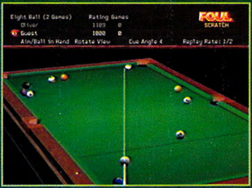
The biggest difference between a barroom hack and a world-class champ is technique. Anybody can walk up to a pool table and knock the balls around, but it takes vision and experience to learn to see the table as a whole. After a while, you'll get a feel for the table and you'll start hitting the tough shots.

Break Dancing


Ten Ball (2 Games)
Rating Games Fouls
Oliver 1000 0 0
Oliver 1000 0 0
Aim/Ball in Hand
Rotate View
Cue Angle 3
Replay Rate: 1/2
10 Ball

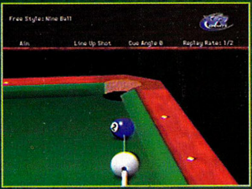
A good game starts with a great break. Start the cue ball at a slight angle to the one ball, then take a good, hard shot at it. If you strike the cue ball squarely, it should send balls flying all over the table. Practice until you can consistently pocket a ball or two off the break.

Long Bomb


Eight Ball (2 Games)
Rating Games
Oliver 1109 0
Guest 1000 0
Aim/Ball in Hand
Rotate View
Cue Angle 4
Replay Rate: 1/2
FOUL
SCRATCH

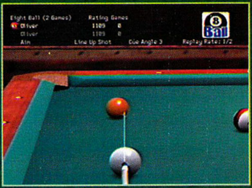
Remember to take your time, especially on the long shots. Look at your shot from a different angle and be really careful when you're lining it up. Hurried shots lead to missed balls and lost games. Sometimes a whole match can come down to one easy shot, so don't rush it!

Short Stuff


Free Style: Nine Ball
Aim
Line Up Shot
Cue Angle 0
Replay Rate: 1/2

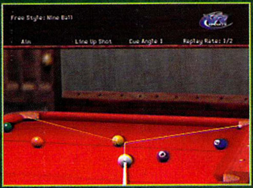
If concentration is important for long shots, it's absolutely essential on short ones. They may seem easy, but they're where matches are won or lost. Once you're inside the red zone, take your time and focus. Anytime you miss a short shot, it's a blown opportunity—and maybe a game.

Easy Does It


Eight Ball (2 Games)
Rating Games
Oliver 1109 0
Oliver 1109 0
Aim
Line Up Shot
Cue Angle 3
Replay Rate: 1/2
8 Ball

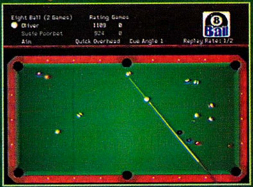
Restraint is the key to success. The number one rule to remember is that on the table, a light touch goes a long way. The only thing that hitting the ball hard accomplishes is making a loud noise. Nine times out of ten, the softer shot is the one that will pocket the ball.

Clever Cue


Free Style: Nine Ball
Aim
Line Up Shot
Cue Angle 1
Replay Rate: 1/2

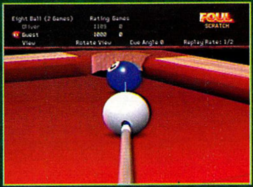
Pay close attention to where the cue ball ends up after a shot. A great shot can be totally wasted if you leave yourself a lousy second shot or if the cue ball scratches. A poor shot can still frustrate your opponent if you don't leave him a decent shot. Consider where the cue ball will roll after you take your shot.

On Top of the World


Eight Ball (2 Games)
Rating Games
Oliver 1109 0
Susie Poorbet 924 0
Aim
Quick Overhead
Cue Angle 1
Replay Rate: 1/2
8 Ball

One of the best techniques in the game is to watch your opponent's shot from overhead. Pressing the R Button gives you an overhead camera angle, or a bird's-eye view of the table's layout. This big-picture perspective will help you to spot potential defensive blocks and some more obscure multiball runs.

English 101


Eight Ball (2 Games)
Rating Games
Oliver 1109 0
Guest 1000 0
View
Rotate View
Cue Angle 0
Replay Rate: 1/2
FOUL
SCRATCH

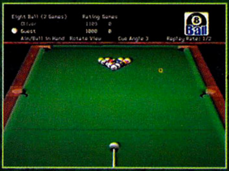
You can affect the movement of the balls on the table just by changing where on the cue ball you point your cue. Putting English on the ball or massé on a tricky curve will leave you in strong position for your next shot. See how the other balls react when you hit different spots on the cue ball.

Nuts and Bolts

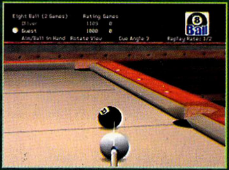
Virtual Pool 64 offers nine different games to test your pool prowess. You'll notice some similarities among them, but each one requires its own set of skills and a unique game strategy. Practice all nine games, learn each one's trickiest spots and hone your technique in the process.

Eight Ball

Eight ball is a great game for beginners. If you're the first player to pocket a ball after the break, choose either stripes or solids to shoot. Once you've sunk all of the balls of that variety, go for the eight ball and the win.



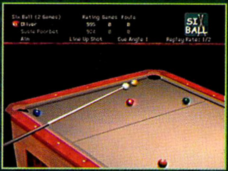
As in most pool games, the break in Eight Ball is really important. Try to sink a ball or two off of the break. If you do, you'll get to choose between stripes and solids and put yourself at an advantage. If you're good, you could even control the table from the start and get a quick win.



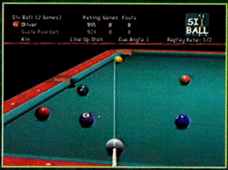
Steer clear of the eight ball until you've cleared your half of the table. If you accidentally pocket it before that, it's an automatic loss. It's also vital to take careful aim when you are trying to sink the eight ball. If you scratch while trying, it's another guaranteed loss.

Six Ball

You can think of Six Ball basically as an extended version of Three Ball. Once again, the goal is to be the person to sink the last ball—in this case the six. Doubling the number of balls on the table complicates the task a bit.



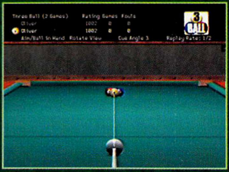
After a few of the low-numbered balls have been sunk, take a look at the table as a whole to determine whether a run seems possible. If you can see a way to do it, take a chance and go for the run. There's no better way to beat an opponent than to sink three or four balls in a row.



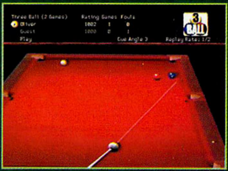
Moving the six ball from the center of the table off the break will help your strategy quite a bit. It will open up the table for longer shots and may make a game-ending run much more likely if the six ball ends up near a pocket. Just be sure that you're the one who takes that last shot!

Three Ball

Three Ball moves lightning fast. You have to sink the one, two and three balls in that order. The player who sinks the last ball on the table—the three ball, that is—is the winner.



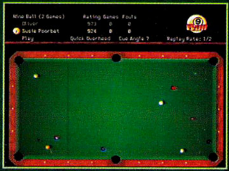
Once again, a good break can spell victory and a bad one defeat. Since a game of Three Ball lasts only a few shots, it's a good idea to pay close attention to where the balls roll after your shot. As you aim to pocket the one ball, be sure to plan ahead for the other two as well.



Fight dirty. If you don't think you've got a good shot at the ball you're aiming for, it's worth using a defensive shot to deny your opponent a clear look at the next ball and taking the foul. You can commit up to three fouls in a row before automatically forfeiting your game.

Nine Ball

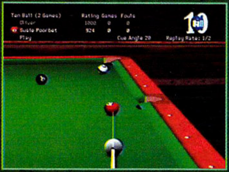
Nine Ball is the classic pool game. As in Three Ball and Six Ball, pocketing the last ball, here the nine, is the key to victory. The additional balls on the table make it tougher to sustain a successful run and easier to foul out.



It's better to be safe than sorry. Before you even think about trying a run, use the overhead camera angle to take a good look at the table. Attempting a run isn't worthwhile unless you can see a clear path from the one ball all the way to the nine ball. You could easily foul along the way.

Ten Ball

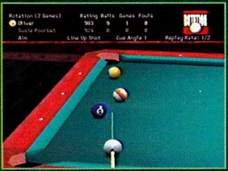
Although the goal is the same as in Nine Ball and there's only one extra ball on the table, Ten Ball is a much trickier game. Blocking shots and forcing fouls are new skills you'll have to learn if you want to be a Ten Ball pool shark.



Sometimes a quick combo shot at the ten ball is the best way to get a win. Since there are so many balls on the table, the game will probably take a while. Early in the game, it's definitely worth the risk to go for a quick victory. If a low-numbered ball is set up well, take a shot at it.

Rotation

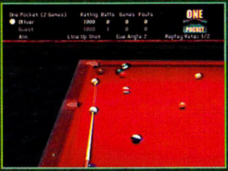
With all 15 balls on the table, players take turns trying to sink them in order. Each pocketed ball is worth its numbered value. Reaching 61 points or forcing a foe to commit three consecutive fouls earns a victory and bragging rights.



Be smart about where you let the cue ball stop. If you see a block coming, try to avoid it at all costs. On the other hand, do your best to build a wall between your opponent and the ball he wants to hit. It's fairly easy to force three fouls on your opponent and chalk up the win.

One Pocket

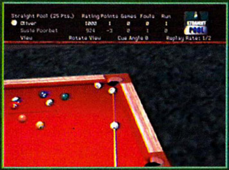
One Pocket is a game that revolves around just that—one pocket. The player who breaks selects a corner pocket at the far end of the table, leaving the other player the other pocket. The first player to put eight balls in his pocket wins.



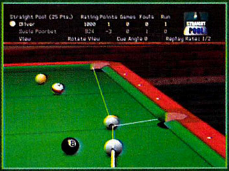
Take a shortcut! It may seem obvious, but you should pick the pocket that has more easy shots around it. Once you've selected your pocket, avoid all other pockets like the plague. Your opponent will earn a point whenever a ball is sunk in his pocket, even if you are the one who shoots it.

Straight Pool

Straight pool is a race for points. Each ball is worth one point, and the first player to reach 25 is deemed winner. With so many balls on the table, fouls are still important to avoid, but you should worry more about making your good shots.



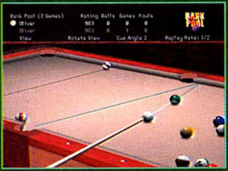
Since your point-earning potential is not proportional to the difficulty of your shots, you might as well focus on the easiest shots first. After you take care of all the short stuff, you can start thinking about nailing the hard shots and trying to block your challenger.



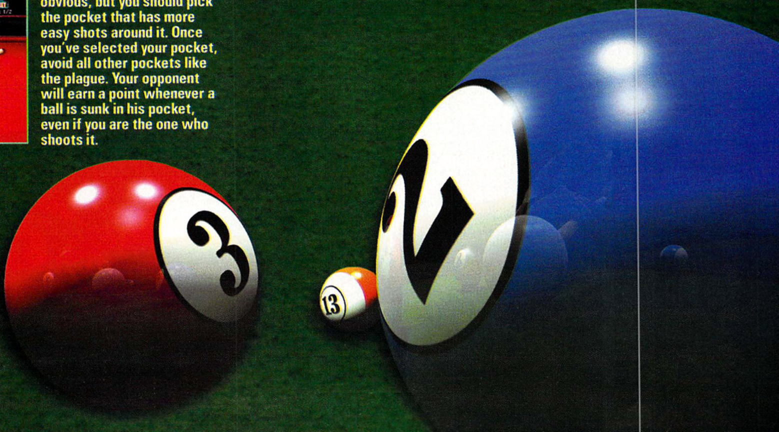
You have to be careful to avoid fouling out in Straight Pool. If you commit three fouls in a row, you will automatically lose 15 points. In a race to 25, losing 15 points will really set you back, and it'll be tough to make a full recovery for the win.

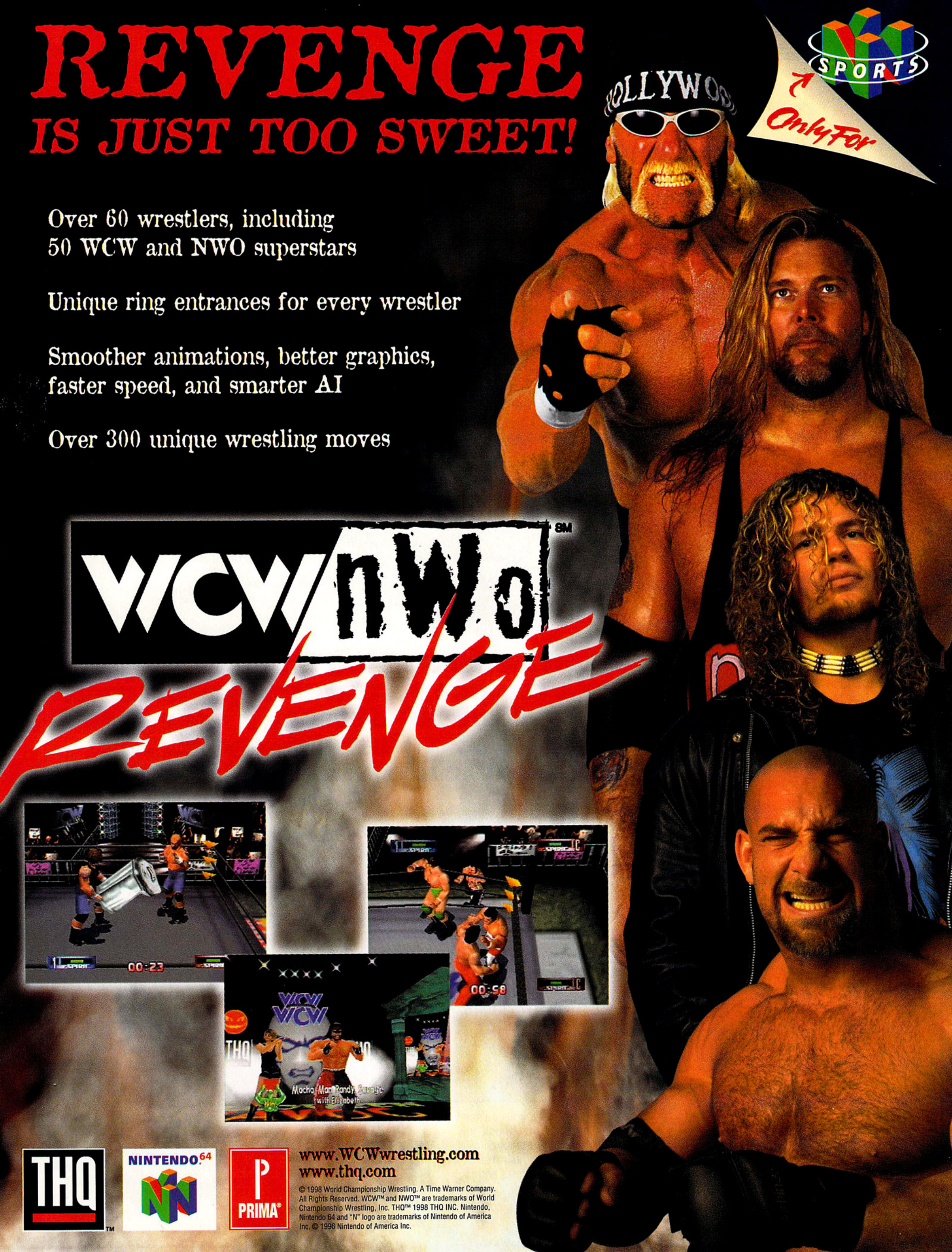
Bank Pool

Bank Pool is probably the hardest game. Like the name suggests, it requires you to bank a ball off the rail before you pocket it. Don't be fooled by how simple that sounds—it's not. It may take a while to master, but keep practicing.



Unless you have a Ph.D. in Geometry, Bank Pool will be a challenge. On your first couple of efforts, don't worry about blocking your opponent's shots—just try to pocket your own. With considerable practice and patience, you'll figure out the angles that work best for you.




HOLLYWOOD
SPORTS
Only For
WCW nWo SM
REVENGE
00:23
00:58
THQ
Macho Man Randy Savage
with Elizabeth
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GOLDEN NUGGET™ 64

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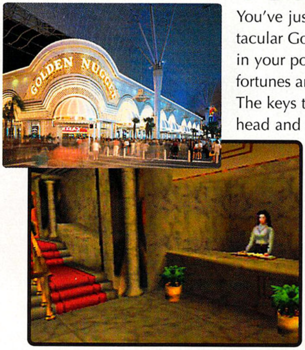
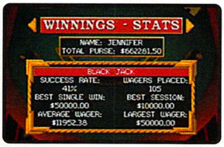
Westwood's Golden Nugget 64 gives you a chance to unleash your inner high roller. NP Strategy wants to add to your winnings by dealing you the winning hand.

VIVA, LAS VEGAS!



You've just arrived in Las Vegas, Nevada, as a guest of the spectacular Golden Nugget Hotel and Casino, with one thousand bills in your pocket. Tip the piano player and head to the floor, where fortunes are won and lost by the flip of a card and roll of the dice. The keys to success at the Golden Nugget are a sharp mind, cool head and steely nerves. Whether you're a big time card shark or a timid slot jockey, these are the strategies you'll need to keep yourself in the black.



WINNINGS - STATS

NAME: JENNIFER
TOTAL PURSE: $662281.50

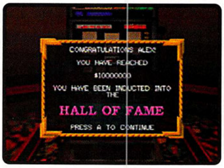
BLACK JACK

SUCCESS RATE: 41%	WAGERS PLACED: 105
BEST SINGLE WIN: $50000.00	BEST SESSION: $10000.00
AVERAGE WAGER: $11952.38	LARGEST WAGER: $50000.00

By hitting Start, you can see your Winnings in Stats. Check how much you've bet on each game, your success rates and your biggest bets and wins.

RAGS TO RICHES

$25,000	**Novice**
$100,000	**Veteran**
$10,000,000	**Hall of Fame**



CONGRATULATIONS ALEX
YOU HAVE REACHED
$10000000
YOU HAVE BEEN INDUCTED INTO THE
HALL OF FAME
PRESS A TO CONTINUE

If you win often and turn your $1,000 into ten million big ones, you'll be a charter member of the Golden Nugget's Hall of Fame. You can receive Veteran status by winning $100,000.

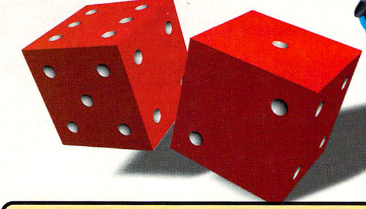
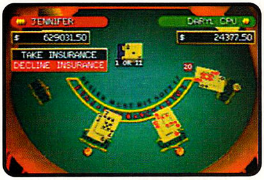


TABLE GAMES

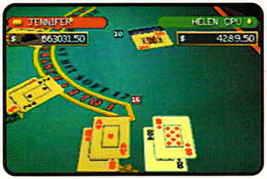
The diehard gamblers don't usually hang out by the slots at the Golden Nugget—they're too busy playing Blackjack and Craps at the tables. Blackjack is known as the game that offers the best odds for the bettor, while Craps always draws the biggest crowd of onlookers. If you're in the mood for serious cards or dice, Golden Nugget has plenty to offer.

BLACKJACK

With its simple premise that players should control their own destiny, Blackjack is a real gambler's game. The best Blackjack players don't follow hunches—they base decisions on the cards that they can see. By using the table on the right, you can cross-reference the dealer's showing card (the top row) with your hand (the left column). The table tells you which option has the best odds for the bettor. Another strategy is to hit on 16 or below when the dealer is showing a 7, 8, 9, 10 or an Ace, but to stand when you have 12 or more and the dealer shows a 2, 3, 4, 5 or 6.



If the dealer shows an Ace, she will ask if you want to buy insurance in case she has Blackjack. Don't buy it. Insurance is a poor bet that does not pay off in the long run.



If you are dealt a pair, you can split into two hands. This requires an additional bet, but it's a very wise move if you're initially dealt a pair of Aces or a pair of Eights.

MULTIPLE DECK TABLE

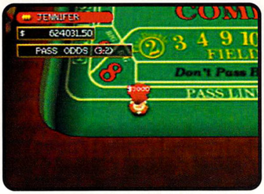
D: Double **H**: Hit **S**: Stand **SPL**: Split

PLAYER'S HAND	DEALER'S HAND									
	2	3	4	5	6	7	8	9	10	A
7/LESS	H	H	H	H	H	H	H	H	H	H
8	H	H	H	H	H	H	H	H	H	H
9	H	D	D	D	D	H	H	H	H	H
10	D	D	D	D	D	D	D	D	H	H
11	D	D	D	D	D	D	D	D	D	H
12	H	H	S	S	S	H	H	H	H	H
13	S	S	S	S	S	H	H	H	H	H
14	S	S	S	S	S	H	H	H	H	H
15	S	S	S	S	S	H	H	H	H	H
16	S	S	S	S	S	H	H	H	H	H
A2	H	H	H	D	D	H	H	H	H	H
A3	H	H	H	D	D	H	H	H	H	H
A4	H	H	D	D	D	H	H	H	H	H
A5	H	H	D	D	D	H	H	H	H	H
A6	H	D	D	D	D	H	H	H	H	H
A7	S	D	D	D	D	H	H	H	H	H
A8	S	S	S	S	S	S	S	S	S	S
A9	S	S	S	S	S	S	S	S	S	S
22	H	H	SPL	SPL	SPL	SPL	H	H	H	H
33	H	H	SPL	SPL	SPL	SPL	H	H	H	H
66	H	SPL	SPL	SPL	SPL	H	H	H	H	H
77	SPL	SPL	SPL	SPL	SPL	H	H	H	H	H
88	SPL	SPL	SPL	SPL	SPL	SPL	SPL	SPL	SPL	SPL
99	SPL	SPL	SPL	SPL	SPL	S	SPL	SPL	S	S
AA	SPL	SPL	SPL	SPL	SPL	SPL	SPL	SPL	SPL	SPL

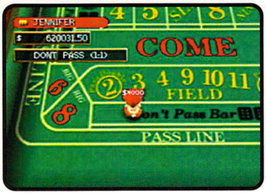
Note: Do not split 44 or 10s. Always split 88 and AA. Always double on 55.

CRAPS

Rattle the dice in your fist, blow on them for luck and fling the cubes across the felt. Craps lets its players get the most physically involved, but it's nearly as complicated as nuclear physics. It is very important to study the rules before you hit the table. Don't be intimidated by the complexity. Generally, you are betting on which dice roll will happen first: either a seven or the point, the number rolled on the initial roll.



A good strategy is to make odds bets after you have put money on Pass, Don't Pass, Come or Don't Come. Place more chips on top of your first bet, up to twice what you wagered.



Betting against the dice, which is betting that a seven will be rolled before the point, is a safe wager since the roll of a seven will occur more often than any point number.

ODDS OF ROLLING THE NUMBERS

RESULT	COMBINATIONS	ODDS BEING ROLLED
2 or 12	1 out of 36	35 to 1 (1/36)
3 or 11	2 out of 36	17 to 1 (17/1)
4 or 10	3 out of 36	11 to 1 (3/36)
5 or 9	4 out of 36	8 to 1 (4/36)
6 or 8	5 out of 36	6.2 to 1 (5/36)
7	6 out of 36	5 to 1 (6/36)

WINNING STRATEGIES: BETTING AGAINST THE DICE

Follow this time-tested approach to boost your odds.

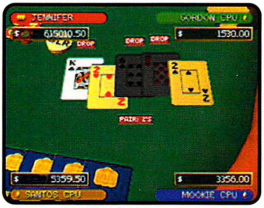
1. On the come-out roll, bet on Don't Pass. On the next roll, bet on Don't Come. You'll establish two bets against points being rolled before a seven comes up. Also, make the maximum odds bets.
2. If a point repeats, you'll lose one of the bets. Make another Don't Come or Don't Pass bet, so that you continue to have bets against two points. If a 2, 3, 11 or 12 is rolled, giving you a win or loss on this new bet, follow with the same bet. You'll have bets against two points again. You should bet the maximum odds against the new point.
3. If a second point is rolled, do not make another Don't Pass or Don't Come bet. You don't want to end up in the poorhouse because you had a bad luck streak.
4. If a seven comes up, you'll win on all of these bets. With that extra cash, begin the process again with the first step, betting on Don't Pass. Don't be cocky and bet against a third point. Remember that you're playing conservatively.

THE FACES OF POKER

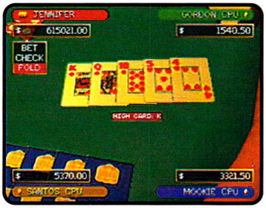
Ante up and put on your best poker face! Match wits against three other gamblers and use psychology to your advantage. Bluffing can occasionally give you a sneaky victory, but don't be foolhardy: Overconfidence can bankrupt you. Four different types of poker are being played around the clock at the Golden Nugget. Here are some approaches for each game.

5-CARD DRAW

A key to 5-Card Draw is building a solid hand. Draw poker gives the bettor many choices, so watch for the winning combinations. If you're initially dealt a pair of nines or higher, you should place the maximum bet or raise your opponent's wager. After the first round of betting is the draw, when you discard and are dealt replacement cards. If you have a high Pair, avoid tipping your hand by discarding two cards instead of three. If, after the draw, your hand is a High Card, you should fold and save your cash.



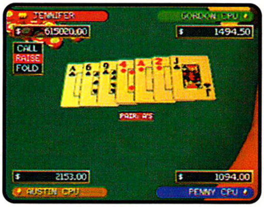
It's always best to hold on to any Pairs that you're dealt, even twos and threes. Discarding all five cards when you have a low Pair won't usually pay off. It's just bad poker.



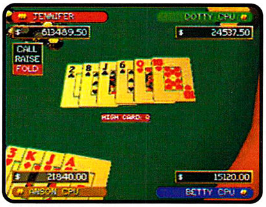
You draw your cards and find you've got nothing—no winning combinations. At this point, your best choice is to fold. Bluffing on bad hands will not pay off in the long run.

7-CARD STUD

In 7-Card Stud, players are dealt seven cards—two down, four up and the last card down. The player with the best five-card hand in seven cards is the winner. Since four cards are visible in every player's hand, bluffing can be a better strategy than it is in 5-Card Draw. There are five rounds of betting, after the third, fourth, fifth, sixth and seventh cards are dealt. This often leads to a healthy pot for the winner. You should base your betting strategy on the cards showing in your opponents' hands.



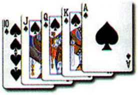
Even if you have only a high card, you can bluff by placing the maximum bet if your hand shows a face card. You may scare a few of your thinner-skinned opponents into folding.



You're about to be dealt your seventh card, but it is foolish to keep betting if an opponent shows a better hand than you have. You should fold, not bluff, if you're in this situation.

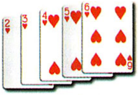
WINNING HANDS

Below is a breakdown of the winning poker hands with some basic betting tips. The list is ordered from highest to lowest value, with the best hand—Royal Flush—at the top of the list.



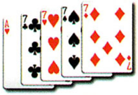
Royal Flush

The supreme poker hand, it can't be beaten by any other five cards. A Royal Flush consists of the Ace, King, Queen, Jack and 10 of the same suit.



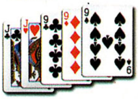
Straight Flush

Second to a Royal Flush, this hand contains five cards of the same suit in numerical order. If you're dealt one, bet the bank and always raise.



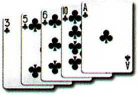
Four of a Kind

This includes four cards of the same face value, be it four Aces or four twos. A Four of a Kind will almost always give you a win for that hand.



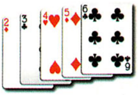
Full House

This five-card combination consists of one Pair and Three of a Kind. It is an excellent hand that you should support with aggressive betting.



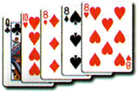
Flush

A Flush is five cards of the same suit, be it Hearts, Diamonds, Clubs or Spades. It is a good hand that will usually line your pocket with some dough.



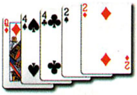
Straight

This hand includes any five cards in numerical order, regardless of their suit. Bet cautiously if you have a low straight—it's not very hard to beat.



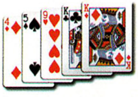
Three of a Kind

A Three of a Kind is a decent hand. It consists of three cards of the same face value. You shouldn't throw caution to the wind when betting on one.



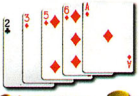
Two Pair

A common hand, it is simply two different Pairs of cards with the same face value. If you're holding Two Pair of low value, you should place minimum bets.



One Pair

One Pair is the lowest-valued hand in Poker other than High Card. It includes two cards that have the same face value. Don't bet a lot on a Pair.



High Card

With a hand like this, you can only beat hands with no winning combinations and a lower High Card. Do not hesitate to fold.

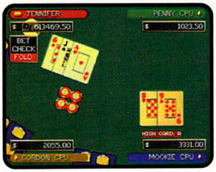
TEXAS HOLD 'EM

In Vegas, Texas Hold 'Em is the pro's poker game. The players are each dealt two cards face down. After some betting, the "flop" is dealt, three cards face up that every player can use. More bets are placed. Two more cards are dealt face up and each is followed by more betting. If you don't fold, you'll be in the showdown. The player with the best five-card hand wins the pot.

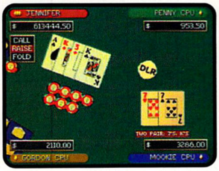
VIDEO
POKER!
VIDEO
POKER

VIDEO POKER

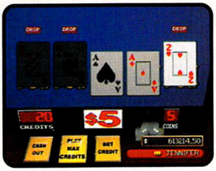
If you want to practice your poker skills before facing off against the virtual opponents at a table, play against the house on Video Poker. In these games, the payoff is larger when you have a better hand, with the Royal Flush paying off the most. It is important to remember two things: You win on a Pair only if the face value is Jacks or better, and bluffing is never an option.


JENNIFER
PENNY CPU
$ 613469.50
$ 1023.50
BET
CHECK
FOLD
HIGH CARD: A
$ 2055.00
$ 3331.00
GORDON CPU
MOOKIE CPU

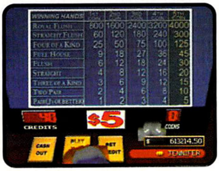
After the flop is dealt, it's a good idea to fold if you don't have a Pair or four-fifths of a Straight or Flush. In the long run, you'll cut your losses by using this rule.


JENNIFER
PENNY CPU
$ 613444.50
$ 953.50
CALL
RAISE
FOLD
DLR
TWO PAIR: 7'S K'S
$ 2110.00
$ 3286.00
GORDON CPU
MOOKIE CPU

There are 47,008 possible two-card combinations in Texas Hold 'Em. Based on winning probability, a Pair of Aces is the best. A two and a three of different suits is the worst.


DROP
DROP
DROP
20
CREDITS
$5
5
COINS
CASH OUT
PLAY MAX CREDITS
BET CREDIT
$ 613214.50
JENNIFER

In Video Poker, a good hand is a sure thing. Unless you have four-fifths of a Royal Flush, you should not break up pairs of Jacks or better. Keep them and take the winnings.



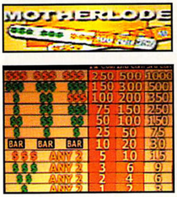
WINNING HANDS	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
ROYAL FLUSH	800	1600	2400	3200	4000
STRAIGHT FLUSH	60	120	180	240	300
FOUR OF A KIND	25	50	75	100	125
FULL HOUSE	9	18	27	36	45
FLUSH	6	12	18	24	30
STRAIGHT	4	8	12	16	20
THREE OF A KIND	3	6	9	12	15
TWO PAIR	2	4	6	8	10
PAIR (J OR BETTER)	1	2	3	4	5

CREDITS
$5
COINS
CASH OUT
PLAY
BET CREDIT
$ 613214.50
JENNIFER

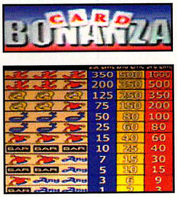
The jackpot is always the biggest if you bet five coins, but it isn't proportionately higher. That's why playing video poker at the Golden Nugget rarely leads to a big score.

ONE-ARMED BANDITS

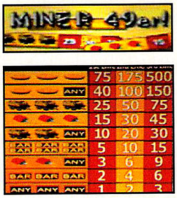
Slot machines offer the simplest gambling of all. Just plunk in some coins, pull the arm and visualize the jackpot. There are six slot machines at the Golden Nugget. On some machines, your odds are better if you bet one coin. On others, you're always best betting three. When you are on a machine, press the right C Button to view the payout list. Look for jackpots that pay considerably more on the third coin and bet three on each spin.


MOTHERLODE

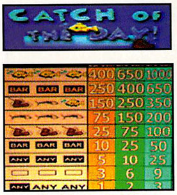
$$$	$$$	$$$	250	500	1000
			150	300	500
		$$$	100	200	350
			75	150	250
			50	100	150
$	$	$	25	50	75
BAR	BAR	BAR	10	20	30
$$$	ANY 2		5	10	15
$$$	ANY 2		3	6	9
$$	ANY 2		2	4	6
$	ANY 2		1	2	3


CARD BONANZA

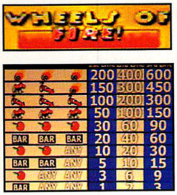
			350	500	1000
			200	350	500
			125	250	350
			75	150	200
			50	80	100
			25	60	80
			15	40	60
BAR	BAR	BAR	10	25	40
		Any	7	15	30
BAR	BAR	Any	5	10	15
	Any	Any	3	6	9
BAR	Any	Any	1	2	3



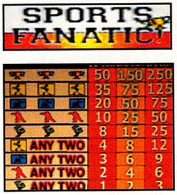
			75	175	500
		ANY	40	100	150
			25	50	75
			15	30	45
		ANY	10	20	30
BAR BAR	BAR BAR	BAR BAR	5	10	15
		ANY	3	6	9
BAR	BAR	BAR	2	4	6
ANY	ANY	ANY	1	2	3


CATCH OF THE DAY!

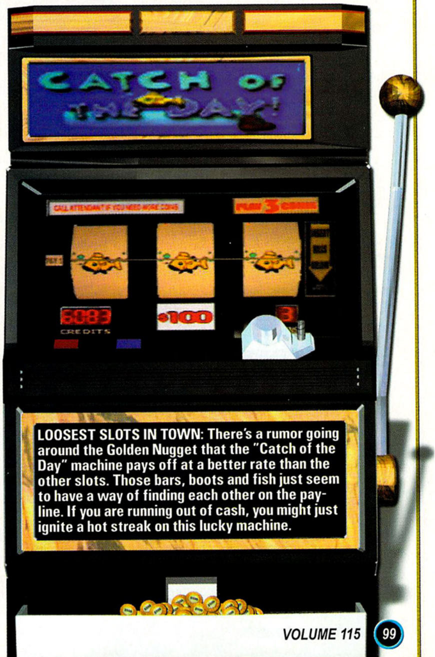
			400	650	1000
BAR	BAR	BAR	250	400	650
			150	250	350
			75	150	200
			25	75	100
BAR	BAR	BAR	10	25	50
ANY	ANY	ANY	5	10	25
			3	6	9
ANY	ANY	ANY	1	2	3


WHEELS OF FIRE!

			200	400	600
			150	300	450
			100	200	300
			50	100	150
			30	60	90
BAR	BAR	BAR	20	40	60
		ANY	10	20	30
BAR	BAR	ANY	5	10	15
	ANY	ANY	3	6	9
BAR	ANY	ANY	1	2	3


SPORTS FANATIC!

			50	150	250
			35	75	125
			20	50	75
			10	25	50
			8	15	25
	ANY TWO		4	8	12
	ANY TWO		3	6	9
	ANY TWO		2	4	6
	ANY TWO		1	2	3


CATCH OF THE DAY!
CALL ATTENDANT IF YOU NEED MORE COINS
PLAY 3 COINS
6083
CREDITS
$100
3

LOOSEST SLOTS IN TOWN: There's a rumor going around the Golden Nugget that the "Catch of the Day" machine pays off at a better rate than the other slots. Those bars, boots and fish just seem to have a way of finding each other on the payline. If you are running out of cash, you might just ignite a hot streak on this lucky machine.

GAMES OF CHANCE

Golden Nugget 64 offers three other exciting games. The spinning wheels of Roulette and Big Six can be the spot to get rich quick, since they pay off as high as 45-to-1. There's also a version of the sophisticated gambler's game of choice, Mini Baccarat. Serious high rollers will look here for high-stakes action, as you can wager up to $50,000 on one hand.

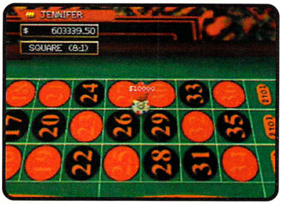
ROULETTE

Two hundred years ago, an English casino owner named Henry Martingale coined the phrase, "double up and catch up." His system recommends betting exclusively on one color and doubling the bet each time that color does not come up. Start with a small bet on red. When you win, repeat the same bet. When the ball comes to rest on black, double your bet on red. On each consecutive loss, continue to double your bet. One red will get you out of the hole. Use the table below as a guide. This system can give you better odds of winning, but it can never fully overcome the casino's advantage.

MARTINGALE PROGRESSION

LOSS	BET	TOTAL LOSS
1st	$1	$1
2nd	$2	$3
3rd	$4	$7
4th	$8	$15
5th	$16	$31
6th	$32	$63
7th	$64	$127
8th	$128	$255
9th	$256	$511
10th	$512	$1,023

This chart breaks down Martingale's system. As long as the ball lands on red before your wallet is empty, you'll never be more than a spin away from winning back your losses.



Another strategy is to hedge by placing many small bets on two or more numbers. Your chances of winning big on one spin will drop, but you will regularly have modest wins.

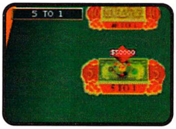
BIG SIX

Some say this is an even easier way to gamble than playing the one-armed bandits. Each time the wheel is lazily spun, you can bet on five different denominations, as well as the Joker and Golden Nugget logos. Don't make all seven bets on one turn, because you'll almost always end up losing.

THE BIG SIX ODDS CHART

BET	PAYOFF	CASINO ADVANTAGE
$1 SLOT	1 TO 1	14.8%
$2 SLOT	2 TO 1	16.7%
$5 SLOT	5 TO 1	11.1%
$10 SLOT	10 TO 1	18.5%
$20 SLOT	20 TO 1	22.2%
JOKER OR LOGO	45 TO 1	14.8%

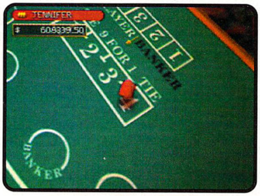
NOTE: Lower casino advantage is better for player



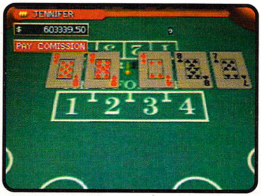
The richest payoffs are the Joker and the Logo, but they aren't the best bets. The safest bet is the $5 slot, where the casino's edge is only half what it is on the $20 slot.

MINI BACCARAT

Developed from ancient Roman religious rituals, Baccarat has versions dating back to the 15th century. It is a game that is fairly simple and tends to attract the wealthiest gamblers. The Golden Nugget's Mini Baccarat remains faithful to its origin, as the object is to bet on the hand that ends up closest to the value of nine. One hand is the banker's, and the other is the player's. If you can feel a hot streak coming for one, you should bet on it every time. The cards may just make you a fast fortune.



If you're playing by the odds, never bet on a tie between the hands. If you bet on a tie, the house advantage is ten times more than when you bet on the banker or the player.



The banker's hand wins most often, so the house collects five percent on winnings from bets on this hand. Regardless, you'll win more by wagering on the banker's hand.

PLAYER'S RULES

DEALT	
1-2-3-4-5-10	DRAWS A CARD
6-7	STANDS
8-9	NATURAL Bank cannot draw.

BANKER'S RULES

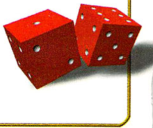
DEALT	DRAWS	DOES NOT DRAW
3	1-2-3-4-5-6-7-9-10	8
4	2-3-4-5-6-7	1-8-9-10
5	4-5-6-7	1-2-3-8-9-10
6	6-7	1-2-3-4-5-8-9-10
7	STANDS	
8-9	NATURAL Player cannot draw.	

EXAMPLES

All 10s and face cards count as zero.

Dealt	Value of Hand
9+8=17	7
5+5+5=15	5
10+9=19	9 (called a 'Natural')

The table above explains the basic rules of Golden Nugget 64's Mini Baccarat. Each hand is dealt following an established order that's different for the banker and the player.



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GAME BOY

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DAILY PLANET
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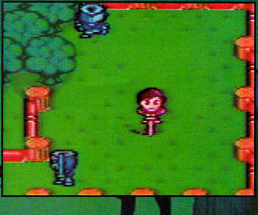
A GREAT METROPOLITAN NEWSPAPER
SUPERMAN IS HERE
HEADLINE STORY
■ Superman clears the air, Metropolis breathes a sigh of relief.
By RON TROUPE
Daily Planet Staff Writer
METROPOLIS — In the face of seemingly insurmountable odds, The Man of Steel has done it again. As you read this, he's back in town and back on duty, cleaning up the skies over Metropolis after the mysterious outbreak of Kryptonite fog.
Using his X-Ray Vision (and a special Anti-Kryptonite suit developed by S.T.A.R. labs) to scan the city, Superman has already located and dismantled several of the new Kryptonite fog generators.
Finding the remaining generators and the parties responsible is now tops on The Man of Steel's "To Do" list.
So stand by if you're still seeing green! Truth, Justice and the American Way are coming to a neighborhood near you.
". . . Truth, Justice and the American Way are coming to a neighborhood near you."
CITIZEN ALERT
Daily Planet reporter Lois Lane and staff photographer Jimmy Olsen are missing and presumed kidnapped. An anonymous caller left a tip saying they were safe and being held in another part of the city.
SUPERMAN IS HERE
PLANET

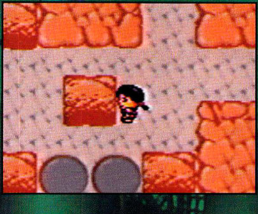
Warner Bros.

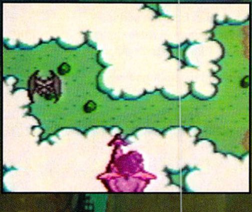
Quest for Camelot™

Ever since a double-crossing knight of the Round Table stole Excalibur, Camelot's future has been looking dim and gray. Leave it to Game Boy Color to brighten things, while NP's tips take care of the rest of the quest.

The best way to present a video game adaptation of a cartoon is in full color, and Game Boy Color will deliver the Warner Bros. animated feature Quest for Camelot in every shade and hue of its medieval wizardry. Even Merlin would be spellbound. The quest is also compatible with regular, monochrome Game Boys, so gamers of all Game Boy persuasions will be able to undertake the Titus adventure to help Kayley rescue Excalibur and all of Camelot.







COMPATIBLE WITH GAME BOY

COMPATIBLE WITH GAME BOY COLOR

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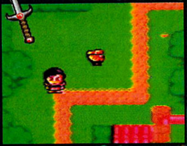
world one

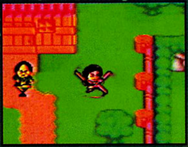
Years ago, Sir Ruber betrayed King Arthur and slew Sir Lionel. The late knight's daughter, Kayley, never forgot Ruber, and when he returns to overthrow the kingdom, she nobly begins a quest for Camelot.

Hens for a Sword



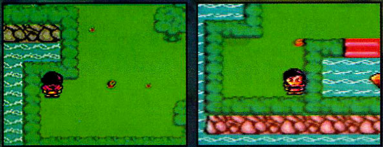
Kayley starts out as an unlikely hero, but soon she'll learn the ways of the knight. Unarmed in the beginning, she must earn a sword from the blacksmith who lives to the east of her starting point. By retrieving his five runaway hens, she'll win the weapon.

The Swordmaster's Lesson



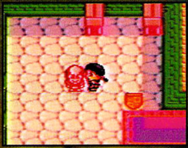
Sir Lionel counted the Swordmaster as a friend, and Kayley, too, will be able to rely on him for help. When you show your new sword to him, he'll offer to train you in sword fighting if you can rid the village of Ruber's knights.

Large Gems



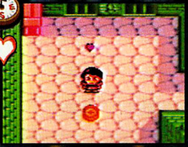
A large gem is worth 30 small gems, which happens to be the charge for saving your progress in the game. To find the village's hidden gem, swing your sword at the upper-left corner of the hedge that grows near the southwestern hen.

Sir Lionel's Shield



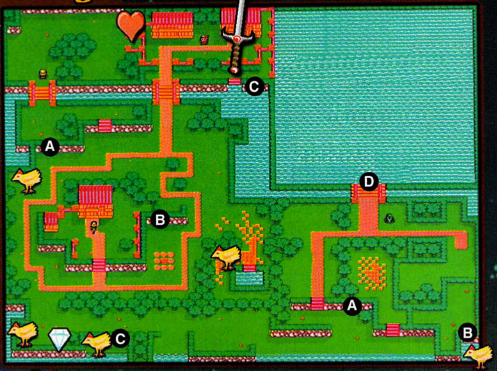
The man who has lost his dog has found a shield. Enter the manor's southeastern chamber where his dog has strayed, then lead it back to its owner. For returning the man's best friend, you will receive from him an equally trusty partner, Kayley's father's shield.

The Heart Container and Compass

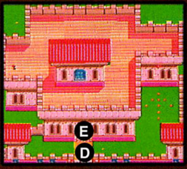


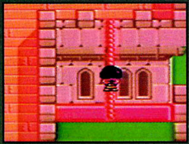
Magic seals the door in the eastern hallway, but once you defeat every ghost, you'll be able to enter the passage. Behind the door you'll find both a heart to add to your Life Meter and the compass that reveals enemy and item locations.

Village



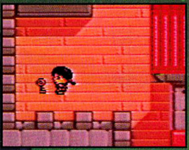
Manor Entrance



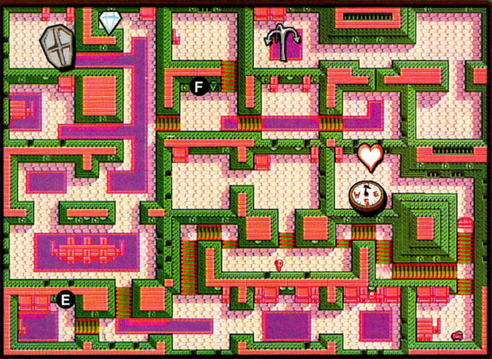


The Dungeon Key

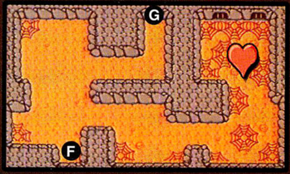
Once you've used your sword to open the crate that unlocks the secret passage, enter the hidden hallway and claim the grappling hook. Exit the manor at point E, then stand at the tip of the arrow rock formation and grapple to the roof where the key sits.



The Manor



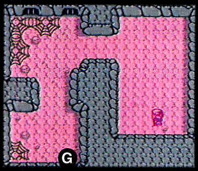
Manor Dungeon



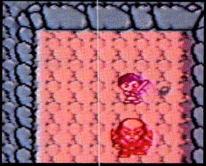
Heart Refill

The dungeon leads to Ruber, so grab the heart that will refill your Life Meter.

Sir Ruber



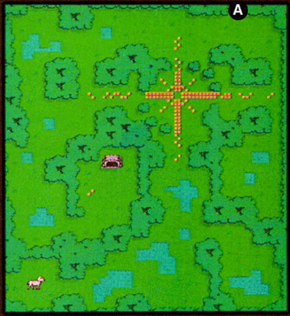
Attack Ruber with your sword until he leaps into the air. When he's hovering, go on the defensive, then retaliate when he lands. If you slash him enough, he'll leave to fight you another day.

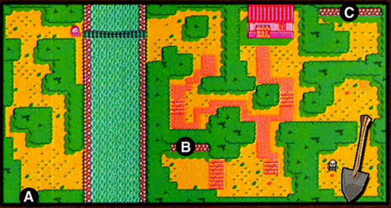


World Two

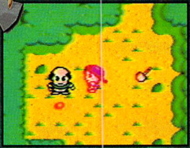
Not to be outdone by Sir Lionel's daughter, Ruber sends the Griffin to steal Excalibur. To steal it back, Merlin sends his falcon in pursuit. After a midair battle between magical bird and mythical beast, the sword falls to the Forbidden Forest.

Forbidden Forest



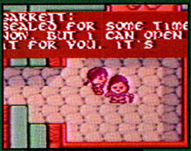


The Shovel



The horse will gallop if you feed it turnips, but you'll need a tool to help you unearth them. Buy the salesman's shovel, then go on a dig to harvest hearts for your Life Meter and small turnips for the horse's hunger.

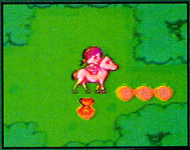
Inside Garrett's House



ARRETT:
SEALED FOR SOME TIME
NOW. BUT I CAN OPEN
IT FOR YOU. IT'S

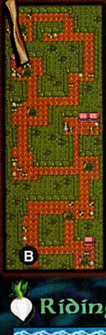
After Garrett allows you to cross the bridge, he'll return to his home. Speak with Merlin, who'll tell you of the Magical Stick, then visit Garrett, who'll offer to open the magically-sealed cave that houses the supernatural branch.

Riding the Horse

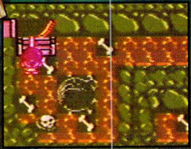


Only the horse can get you through the windy passage guarded by Merlin, so dig up turnips and feed them to your ride to keep it galloping to the wizard.

Spider Cave

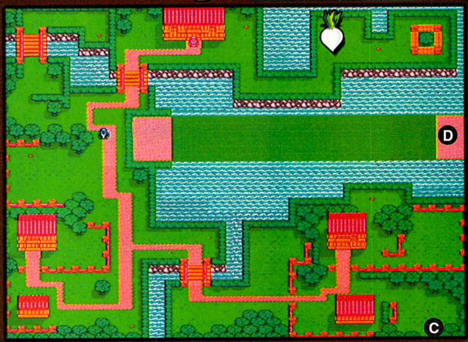


Magical Stick

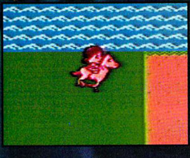


After bidding farewell to Garrett in his home, walk to the wooden barricade to the south of his house. He'll make the blockade disappear when you approach it, and you'll be able to enter the cave to search for the Magical Stick.

Forest Village

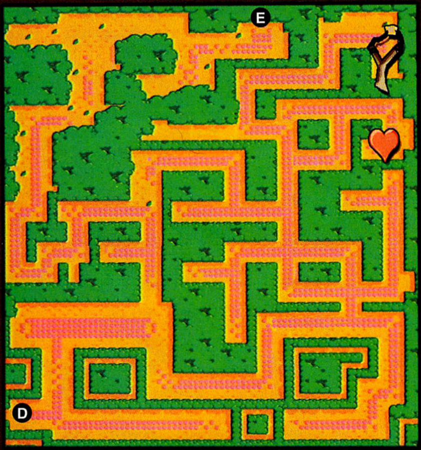


Riding against the Wind



Your ride will lose horsepower if fed only small turnips. Keep your horse trotting by feeding it the large turnip buried in the plot of land between the farmer's house and his tree to the east, then hoof across the windy pass.

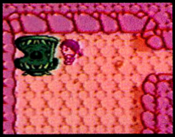
Forest Labyrinth

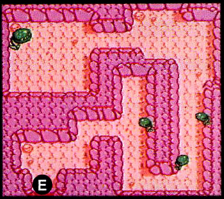


The Slingshot

The dragons' fiery breath will keep Kayley either at bay or barbecued, so you should rely on long-distance projectile attacks. The slingshot delivers such an assault, and you'll find one in the maze's northeast corner.

Man-eating Plant





The Venus flytrap is in the corner, but its roots can sprout up anywhere to attack potential weed-whackers. When your path is clear, prop open the flytrap's mouth with the Magical Stick, then prune it with your sword.

World Three

Kayley's search for Excalibur in the Forbidden Forest eventually leads her to Dragon Territory. Of all the land's inhabitants, only the two-headed, odd-couple of a dragon, Devon and Cornwall, will prove to be friendly.

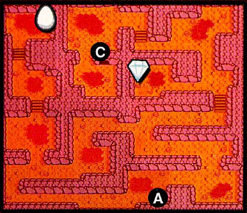
The Mysterious Dragon Scale

With the help of a dragon scale, you can get the boost you'll need to leap across the boiling swamp's stepping-stones. A dragon has shed a scale behind a bush, so chop down the shrub to outfit Kayley for her tour of the swamp.

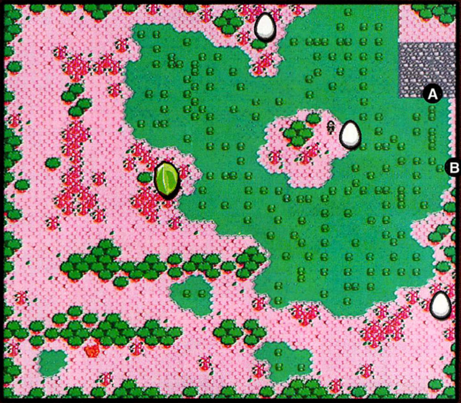
The Dart Technique

The Swordmaster will teach the dart attack if you can hop from stepping-stone to stepping-stone to reach his island. Begin your jumping journey at the southern-most shore of the swamp, hop to the eastern peninsula, then leave the shore to bounce to the island for your second sword lesson.

Swamp Cave



The Swamp



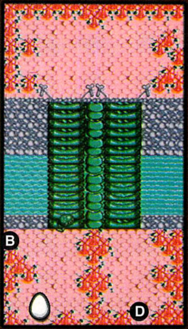
Devon and Cornwall's Egg Hunt

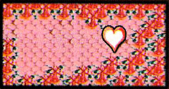
A hungry plant grows by the bridge beyond point B, and only a dragon can defeat it. Devon and Cornwall will help, but you'll have to gather their five eggs first. Comb the swamp, the swamp cave and the area south of the bridge to find the eggs. When you return them to Devon and Cornwall, they'll warn you that the cavern is about to cave in.

Crossing the Bridge

Their eggs may be safe, but Devon and Cornwall are in danger. Battle Ruber's knights to win the key to the dragon's shackles, free the two, then lead them to the exit before the time expires and the cave collapses. In return, they'll trample the plant guarding the bridge.

The Bridge

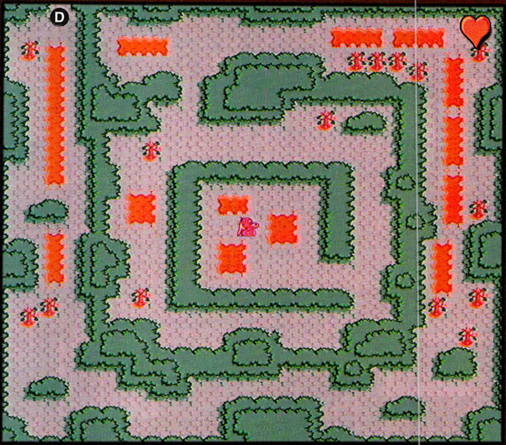




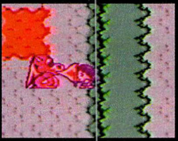
Dragon My Heart Around

The second bridge leads to the fiercest dragon in the forest. Finding an extra heart to extend your Life Meter will make the duel more doable, so venture to the east before crossing the bridge. Around the bend beats a Heart Container.

Dragon Territory



Fire-breathing Dragon

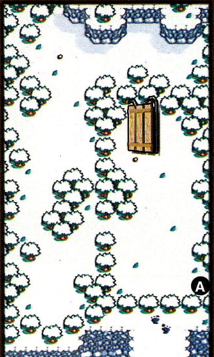


Devon and Cornwall are used to fending off fire-breathers, so heed their advice. To slay the beast, they recommend deflecting dragon fire with your shield and following with a sword swipe.

world four

Kayley escapes the Forbidden Forest, but she's not out of the woods yet. The magician who helped concoct Ruber's half-man, half-weapon, hybrid knights is conjuring up another spell, and Kayley must put a stop to the trouble he's brewing.

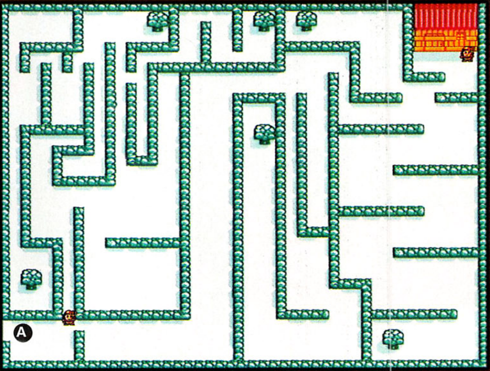
Mountaintop



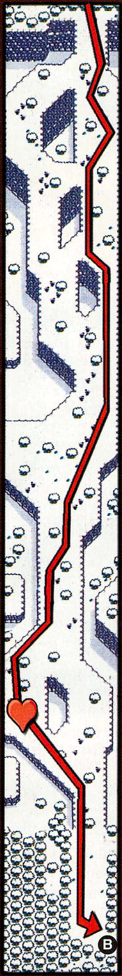
Gather Wood for a Sled

The carpenter knows someone as brave as Kayley could defeat the magician who lives at the foot of the mountain. A sled is the only safe way to reach the bottom, and the carpenter will build you one if you prove you're worthy by racing through his maze and chopping down his six trees in less than 200 seconds.

Carpenter's Labyrinth



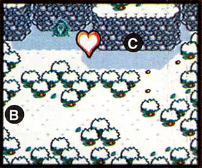
Mountainside



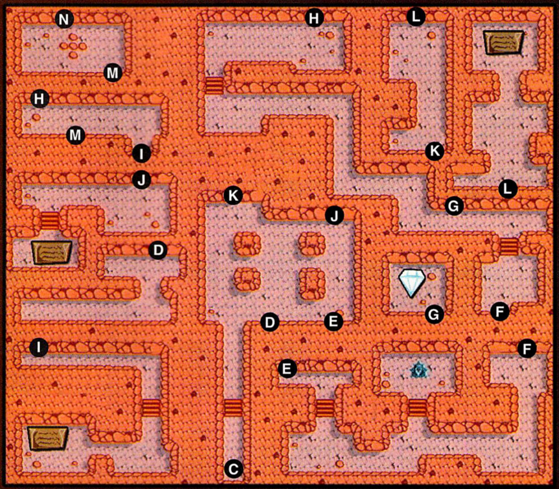
Coming down the Mountain

When you complete the carpenter's challenge, you'll find your new sled waiting at the top of the hill to the west of the maze. Get on board, then follow the path on the map to the left to find the safest route to the bottom.

Entrance



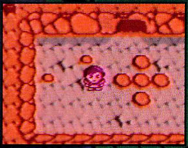
Magician's Cave



Merlin's Test of Mental Strength

Though Kayley has developed physical prowess, she must prove to Merlin she has the wits to match. In his five-question quiz, you must answer at least three questions correctly. If you answer all five right, you'll will win a Heart Container.

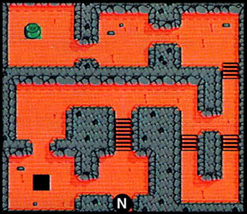
Three Tablets to Open the Secret Exit



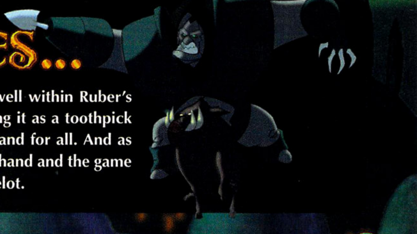
After you've collected the three fragments of stone tablet, Merlin will translate their inscriptions that detail how you should walk across the stone cross formation in the northwest chamber. If you hear the high-pitched chirp when you walk across the stones, you'll know you're heading in the right direction.

Evil Magician

The secret exit leads to the magician's lair where Gilly the fish is the next guinea pig for the spellbinder's mutation incantation. Circle around the fishbowl as the magician shoots his dual missiles at you, then keep him at bay by firing your slingshot. When your pellets push him back, charge in with your dart attack.



The Quest Continues...



Kayley may have dispelled the magician, but Excalibur and Camelot are still well within Ruber's clutches. If she can manage to steal the famed sword from the ogre who's using it as a toothpick and persuade Devon and Cornwall to fly, she may be able to foil Ruber once and for all. And as long as Sir Lionel is in her heart, King Arthur is on her mind, her sword is in her hand and the game is in your Game Boy, Kayley could very well find success in her quest for Camelot.

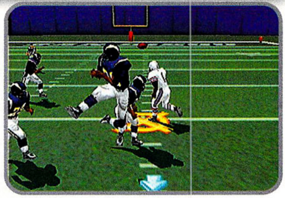
COUNSELORS' corner

MADDEN NFL '99

HOW DO THE DIFFERENT PASSING OPTIONS/MODES WORK?

When using the Normal option, press A to hike the ball, then press A to see your receivers. Press A, B, or one of the C Buttons to pass to the corresponding receiver. When using the Directional option, press A to hike the ball, push the Control Stick toward an open receiver to highlight him, then press A. Playing the One-Button Mode overrides both passing options. In this mode, the computer chooses a receiver for you.

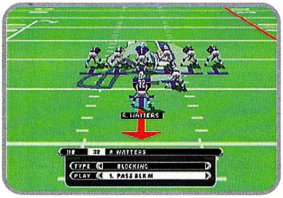
In a One-Button Mode game, press A to hike, then press A to pass. The computer chooses the receiver for you.



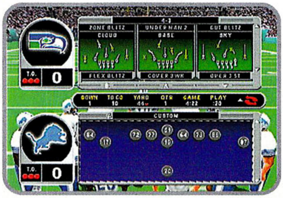
The Directional option is possibly the toughest one to use. Be careful that, as you point toward a receiver, you don't run right into a defender.

HOW DO I ACCESS A CUSTOM PLAY IN A GAME?

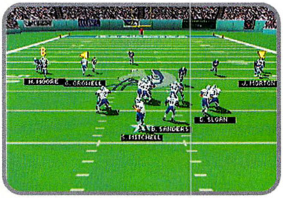
After you create a play, select the Save Current Play option. Name the play, then press bottom C. Use the Control Stick to place the play in a slot. Press A to lock it in, then exit the Play Editor. Select the Current Profile option and save your file before you return to the main menu. Begin a Traditional game. On the Controller Select screen, move your controller icon from the center column to your team's column. Press A, then press Left until your User Profile name appears. Press Start to begin your game. Your custom play will now be available.


R. WATTERS
32 R. WATTERS
TYPE BLOCKING
PLAY 1. PASS BLK M

You can create up to 18 custom plays. Custom plays are available in Traditional Mode only.


ZONE BLITZ
4-3
UNDER MAN 2
CUT BLITZ
CLOUD
BASE
SKY
FLEX BLITZ
COVER 3WK
OVER 3 ST
DOWN
TO GO
YARD
QTR
GAME
PLAY
CUSTOM
T.O.
0

Custom plays are added to the default playbook. Scroll down to find the "Custom" group.

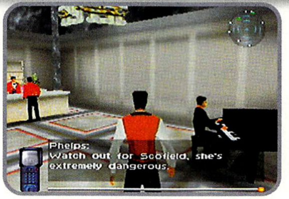

H. MOORE
J. MORTON
B. SANDERS
C. SLOAN

Custom plays have nothing to do with the Custom Playbook, which is a different option.

MISSION: IMPOSSIBLE

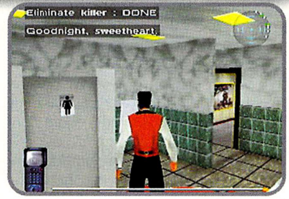
WHERE DO I FIND THE KILLER AT THE EMBASSY FUNCTION?

The Impossible difficulty setting adds a new mission to the Embassy Function stage: find and stop an assassin. From the starting point, walk to the left and follow the hall to an intersection. Turn left and follow the hall to the piano room. Wait there until you receive a message about the killer. Go back the way you came and follow the path to the left. Enter the bathroom and wait for your quarry.



Phelps:
Watch out for Scofield, she's extremely dangerous.

Wait in the piano room until you receive a message, then go to the bathroom and wait.



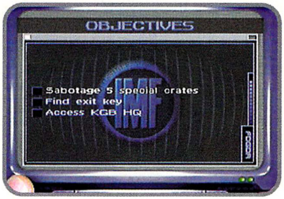
Eliminate killer : DONE

Goodnight, sweetheart.

The woman in pink is the assassin. Knock her out to fulfill your mission objective.

WHERE ARE THE SPECIAL CRATES IN THE WAREHOUSE?

On the Impossible difficulty setting, the Chemical Protection Suit is located around the corner from the final medical unit. From the suit, walk forward to find an opening. The first crate will be on your right. Look around to find a stack of four crates. Shoot them, then walk up to the wall. Turn left and walk forward until a pit appears on the right. Face the pit to find the second crate across the way. Turn left and shoot the explosives. Walk forward to the edge of a pit and turn right. Jump past the crate of explosives and walk forward until a pit appears on your left. Jump across the pit to find the third special crate to your right. After you shoot the special crate, shoot one of the four crates behind it. Shoot the guard to the left to obtain the exit key. There was a pit next to the third special crate. Jump over this pit, turn right, then jump over the next pit. Follow the second hall to the right to find the fourth special crate between two crates of explosives. Continue down the corridor and take the second right to a wide pit. Stand on a crate next to the pit and blow up the explosives blocking the hall to the left. Jump over the pit and follow the hall you just cleared to find the last crate and the exit.



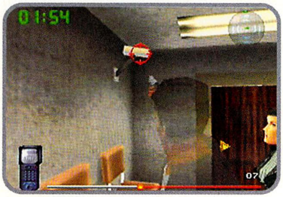
OBJECTIVES

- Sabotage 5 special crates
- Find exit key
- Access KGB HQ

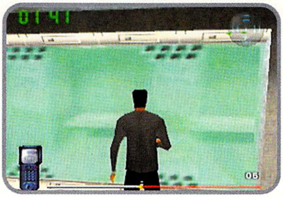
This mission isn't required on the Possible setting, unless you do destroy one of the crates.

WHAT'S THE BEST ORDER FOR SHOOTING THE CAMERAS?

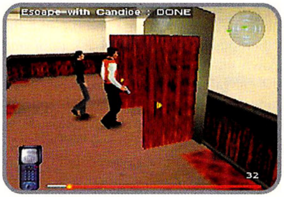
After you retrieve the exit key in the Recover NOC List: Escape mission, leave the room and turn left. Shoot the camera above the door to your right. Turn around and walk to the double doors at the end of the hall. Turn left and shoot the camera above the single door. Face the double doors again, turn right and walk down the hall. Take the first right, then enter the single door to your left. This is where the holding cell is located, as well as the third and fourth cameras.



Accuracy and speed are vital in this mission. Take out the cameras before you're spotted.



If Candice is captured during this operation, she'll be taken to the holding cell.



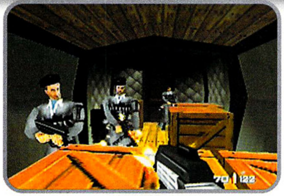
Escape with Candice : DONE

To rescue Candice, shoot the guard, then use the Explosive Gum on the cell door.

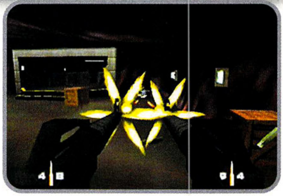
▶GOLDENEYE 007

ARE THERE ANY HIDDEN WEAPONS?

There are a couple of hidden weapons that may come in handy. On the train, shoot the crates next to the door of the first car to find an RC-P90 (Agent level) or a Dostovei (Secret Agent level). In the water caverns, one of the crates near the radio room contains several crates, each packed inside the next. Shoot each crate until a computer monitor pops out. Shoot the monitor to find an AR33.



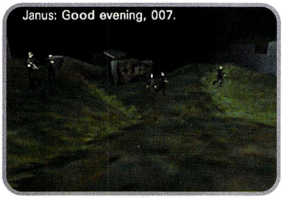
The RC-P90 definitely comes in handy on the train. It's time to rock 'n' roll!



If you save your ammo, finding this gun may allow you to carry two AR33s.

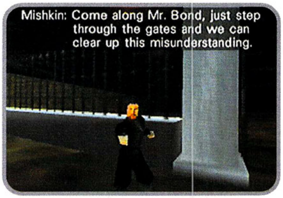
WHY DO JANUS AND OURUMOV ALWAYS SHOOT ME?

The mysterious Janus is suspicious of everyone, so if you display a weapon, he'll order his guards to shoot. When you find the statue at the very end of the park, put your gun away, then walk around the back of the statue to make Janus appear. If you draw your gun too soon, you won't fulfill your objective, and his men will start shooting. Wait for the Objective Complete message to appear, then start running. Though you can try to defeat Janus's men and pick up a shotgun, you may be better off just running and dodging. After you retrieve the helicopter's black box, return to the park gate to find Ourumov and a squad of soldiers. Any hostile action will result in Natalya's death. Put your gun away and speak to Ourumov to end the stage.



Janus: Good evening, 007.

Put your gun away before you walk around the back of the statue. Janus will then appear.

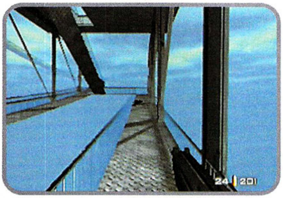


Mishkin: Come along Mr. Bond, just step through the gates and we can clear up this misunderstanding.

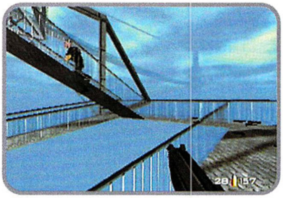
With Ourumov, discretion once again proves to be the better part of valor.

IS THERE AN EASIER WAY TO DEFEAT TREVELYAN?

Like all 00 agents, Trevelyan is a crack shot. Attacking him directly is extremely dangerous, especially on the higher difficulty levels. After you destroy the control console, instead of following Trevelyan down the ramp, go back the way you came and run into the other shack. Go out the back door and down the ramp. Turn left and run along the catwalk until you're close to the other ramp. You'll see Trevelyan looking up, waiting for you to come from above. Take aim at his head and fire. He'll insult you and run away. Once again, don't follow him. Go back the way you came, up the ramp and across the platform to the other shack. Trevelyan will see you, shoot once, then run away again. Keep backtracking and shooting Trevelyan from behind. If you use this strategy, he will stay on the lower platform and never run to the upper catwalks. In addition, his men will sometimes try to lob a grenade at you but hit their leader instead!



For a better view of your target, always approach a ramp from the right side.

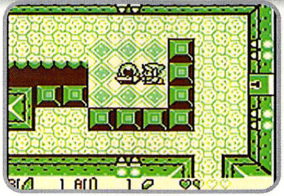


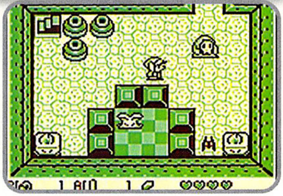
If you get too close, Trevelyan will run away before you can fire. Hang back and aim carefully.

▶ THE LEGEND OF ZELDA: LINK'S AWAKENING

WHERE IS THE BOTTLE GROTTO NIGHTMARE KEY?

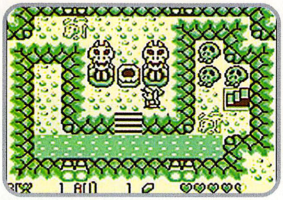
From the Power Bracelet, go right one screen. Lift the bottle at the top of the screen to reach the upper right passage. Go right one screen, hit the orb to make the posts move, then go right one screen. Now go right one screen and down one screen to find the final chamber. Defeat the Imprisoned Pols Voice, the Keese (bat) and the Stalfos (skeleton) in that order to make the Nightmare Key appear.

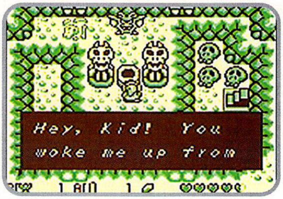

Hit the orb to make the posts move up and down, then go right one screen.


These creatures must be defeated in the correct order to make the Nightmare Key appear.

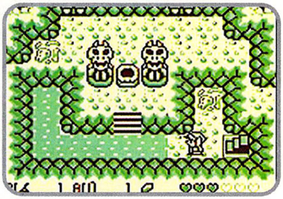
? IS THERE A WAY TO CARRY MORE ITEMS? ?

Visit the Mad Batter to increase the number of arrows, bombs and powders you can carry at once. Look for a wishing well in the Mysterious Woods, at Martha's Bay and along the Tal Tal Mountain Range. Sprinkle some powder into a well to make the Mad Batter appear. He'll "curse" you then, which will allow you to carry more arrows, bombs or powders, depending on which one you mentioned to him.


Look for a wishing well in one of the three locations. Sprinkle powder into the well to make the Mad Batter appear.


Hey, Kid! You
woke me up from

His "curse" will allow you to carry 30 more arrows, 30 more bombs or 20 more powders than before.


Visit the other two wishing wells to obtain two more increases. Your expanded inventory will come in handy as you explore Koholint Island.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

MORTAL KOMBAT IV

Q: How do I pick up weapons, skulls and rocks?

A: Stand over them and press Down and Run simultaneously.

Q: Where can I knock opponents into the background?

A: In Goro's Lair and in the Prison.

GEX 64: ENTER THE GECKO

Q: Is there a way to tweak the camera?

A: Yes. Select the Camera option and press Left to highlight the Manual option. This will allow you to control the camera with the left and right C Buttons.

Q: How do I defeat the guy with the knife in Frankensteinfeld?

A: Tailwhip him until his head comes off. Now attack his head to defeat him.

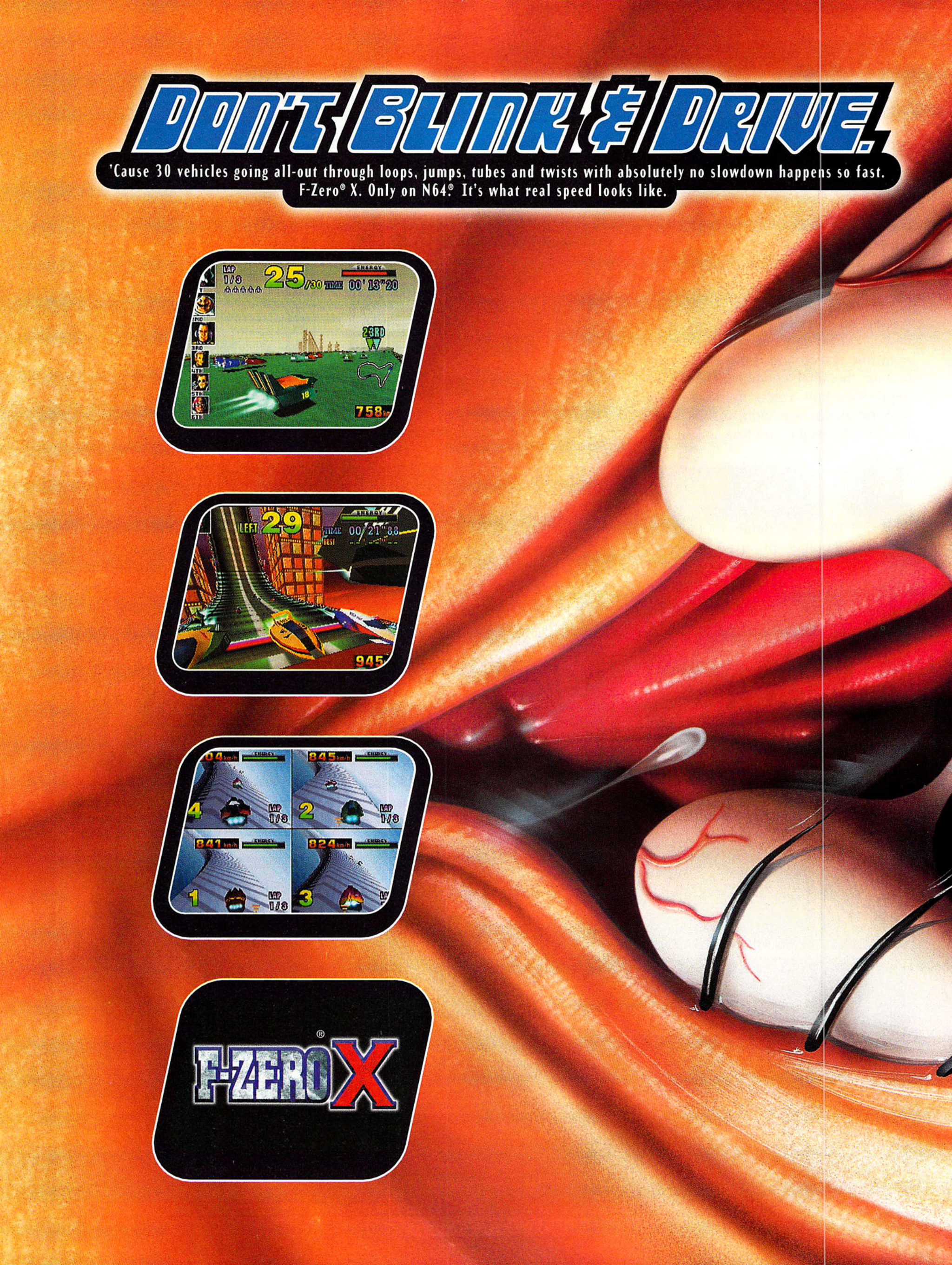
BOMBERMAN 64

Q: Help! I'm stuck beneath a bouncing bomb!

A: Push the Control Stick in any direction and tap the A Button to escape from beneath the bomb.

Q: I defeated a boss, but I wasn't allowed to keep the Gold Card. Why?

A: In a boss stage, you must obtain the first four cards within the target time to earn the fifth card.



DON'T BLINK & DRIVE.

'Cause 30 vehicles going all-out through loops, jumps, tubes and twists with absolutely no slowdown happens so fast.
F-Zero® X. Only on N64® It's what real speed looks like.

F-ZERO® X

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1 WINNER!

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5 WINNERS!

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THIRD PRIZE

NINTENDO POWER T-SHIRTS!
TAKE THE WHEEL IN A POWER T!

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YOUR VOTE COUNTS!

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Fill out the card and send it in! We'll tally your vote for the Power Charts and enter you in the contest!

Official Contest Rules

No purchase necessary. Only U.S./Canadian residents (excluding Quebec) who are not employees of Nintendo of America, Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, fill out the Player's Poll response card or print your name, address, telephone number, Vol. 115 on a plain 3.5 x 5" card, and mail your entry to

NINTENDO POWER
PLAYER'S POLL VOL. 115
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. Entries must be received by 1/5/99. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions, injuries, or damages caused by events beyond the control of NOA; or (c) printing or typographical errors in any materials. Entrants consent to being placed on a mailing list for promotional materials. On or about 1/15/99, winners will be randomly drawn from eligible entries. Canadian entrants must correctly answer a skill testing question to claim a prize. NOA will attempt to notify winners by mail by 1/31/99. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. All prizes will be awarded. For a copy of these rules, or (after 1/31/99) a list of winners, send your request to the address above. WA/VT residents may omit return postage.

GRAND PRIZE: One (1) entrant will win a Volkswagen New Beetle and a Top Gear Overdrive Game Pak for the N64, approximate retail value (ARV): $17,000.00. Actual vehicle may differ from the one pictured. Model, year and color are subject to availability. SECOND PRIZES: Five (5) entrants will win a Top Gear Overdrive Game Pak for the N64 and a 1:18 scale model Maisto 1996 Dodge Viper GTS, ARV: $90.00. THIRD PRIZES: Fifty (50) entrants will win a Nintendo Power t-shirt, ARV: $20.00.

TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor, their parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH claims, costs, injuries, losses, or damages SUFFERED BY YOU. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA reserves the right to change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules that is deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All sweepstakes materials are copyright © 1998 by NOA. All rights reserved.

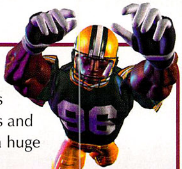
GAME BOY® COLOR™

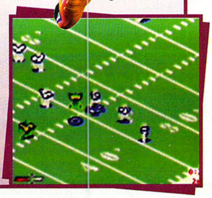
GAME BOY
Nintendo®
GAME BOY COLOR
POWER
B
A

The rush to bring out new titles for Game Boy Color has been remarkable. Fifteen of the first games, all of which will be released by December, managed to battle their way into this holiday shopper's guide, but many more GBC games are arriving at Nintendo every day. Let the games begin!

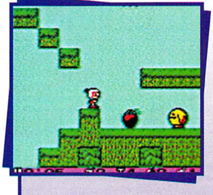
Blitz

Blitz, also known as NFL Blitz, has been a roaring success on the N64. Now, Midway's arcade smash hit takes to the smaller field on Game Boy Color. Modes include Exhibition and Season, with passwords for saving your progress during a season. Blitz QBs will choose from two pages of nine plays each, while defenders have an option of choosing from nine defensive sets. The action is fast and the first downs are far downfield, just like in the arcade original, but the simpler controls on Game Boy limit the slamming moves and wild passes that have made Blitz such a huge success. Still, the slamming and celebration animations are recreated in cinematic scenes in this version, and some radical pitchout and pass plays are available. Blitz has all the NFL teams, team colors and players to give it an authentic feel. Oh yeah, and the grass is soooo green.



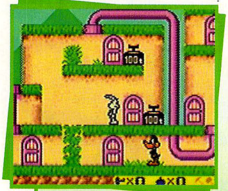


Bomberman Pocket



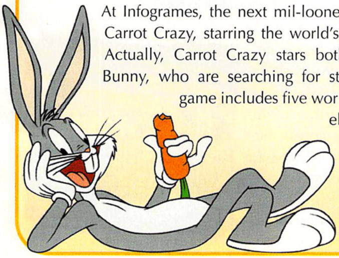
For players who want even more explosive action on Game Boy Color, there's Bomberman Pocket from Nintendo. Unlike previous Bomberman games, which involve overhead action, most of Bomberman Pocket's action takes place vertically. Players jump between ledges, dropping bombs and blowing up blocks, switches and baddies. They'll also collect items and upgrade their bombing abilities. Once Bomberman starts hopping in the special Jump game, he just keeps on hopping. With three levels of difficulty, Bomberman Pocket should be suitable for everyone. The use of color isn't quite as dramatic as in some other GBC titles because Bomberman Pocket began life as a black and white game. Even so, it looks fine and plays great.

Bugs Bunny Crazy Castle 3

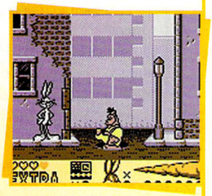


Things are about to go crazy on Game Boy Color with two games starring Bugs Bunny. The first game comes from Kemco and is being published by Nintendo. Bugs Bunny Crazy Castle 3 finds Bugs in a castle filled with puzzles, items, enemies, and a wonderful treasure that will bring happiness to the rabbit who finds it. Each room is a separate stage with obstacles, traps, keys and hare-hating horrors. Bugs has to find the keys to open the exit. Many favorite characters from the Looney Tunes parade of stars appear in the game, including Daffy Duck, Yosemite Sam, Sylvester, Tweety, and Taz. In all, Bugs has 60 rooms to get through in four areas of the Crazy Castle. The first two games of the series have been huge successes for Game Boy, and with an all color cast, Bugs Bunny Crazy Castle 3 looks like even more of a winner. At press time, we learned that the release date of this game has been postponed until January 25th, so Bugs fans will have to wait a little longer.

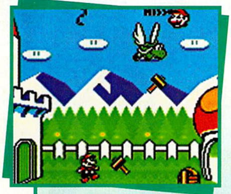
Carrot Crazy



At Infogrames, the next mil-looney-um begins with Carrot Crazy, starring the world's wackiest wabbit. Actually, Carrot Crazy stars both Bugs and Lola Bunny, who are searching for stolen carrots. The game includes five worlds and fifteen levels in which Bugs and Lola meet many of their looney friends, such as Daffy, Yosemite Sam, Marvin the Martian, Elmer Fudd and Taz. During each side-scrolling stage, players switch between Bugs and Lola to perform special actions or use special items. If they collect all the letters in the word EXTRA, a bonus level follows the regular stage. The action is lively. The music is terrific. And the graphics include animation that does the Warner Brothers license proud.



Game & Watch Gallery II

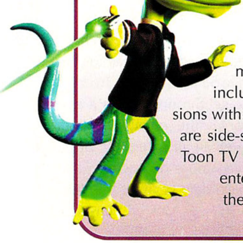


Back in the early '80s, Nintendo released a handheld system called Game & Watch. The simple LCD displays had limited animation, but the games were absorbing anyway. Five of those classic Game & Watch games now return in the form of Game Boy Color titles. Each title in the Game Pak includes the classic version and a new, highly animated and richly colored version. The games in G&W Gallery II include Parachute, Helmet, Chef, Vermin, and Donkey Kong.

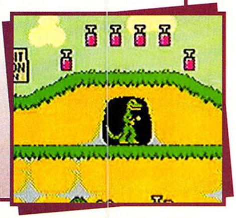
In Parachute, Mario tries to position his boat beneath falling parachutists. In Helmet, Mario collects coins while avoiding falling hammers. Chef is a juggling game starring Princess Peach. Yoshi must protect his eggs from invading pests in Vermin. And Donkey Kong is all about this heroic guy with a mustache dodging barrels, which are thrown by a big ape. Sound familiar? The classic games are nostalgic, but the new versions are even more fun than the originals, and they include two levels of difficulty.

5 GAMES IN ONE

Gex: Enter the Gecko

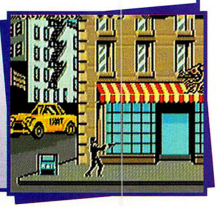


Would you like flies with that shake? In Gex: Enter the Gecko from Crave Entertainment, flies are just one of the treats on the menu. The Game Boy Color game shares many elements with the recent N64 game, including many of the goals and missions within each stage. The stages themselves are side-scrolling areas with themes such as Toon TV and Scream TV. Gex applies his talented tail throughout the game, using the appendage for pogo-hops and wag attacks. The similarities between the GBC and N64 games don't stop there. The roving reptile must collect remote controls along with other items suited to individual areas. It turns out that the Game Boy Color Gex is probably more challenging than the N64 game because of the many jumps and timing moves required in this platform environment. This game isn't filled with verbal jokes, but it captures the flavor of Gex and provides some upscale gecko gaming.



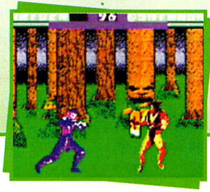
Men In Black: The Series

Aliens are everywhere. If you don't believe us, just take a look at Men In Black: The Series from Crave Entertainment. Aliens are dropping from the ceiling vents. They're disguised as harmless-looking packages on the sidewalk. And they're up to no good. That's why the MIB team has been sent out to clean up the alien-ridden streets. The cinematic sequences used between side-scrolling scenes are impressive—a real showcase of Game Boy Color graphics. Actual game play is fairly simple. As an MIB agent, you have a license to blast aliens, or to jump on them and squish them. Passwords let you access later stages of the game. There are seven stages in all.



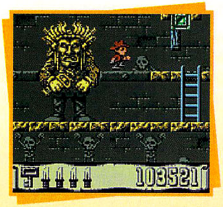
Mortal Kombat 4

Mortal Kombat 4 should certainly take the title of tournament fighting game of the year, and now it's about to debut on Game Boy Color with lots of dazzle and flash. Most of the arena backgrounds and fighters look very sharp in this arcade port. The eight regular kombatants include Tanya, Fujin, Reiko, Liu Chang, Raiden, Quanchi, Scorpion and Sub-Zero. Finishing moves and other special moves look much deadlier in color than they ever did in the old black and white versions of Mortal Kombat. MK4 includes hidden Kombat Codes and three difficulty ladders. After defeating an entire ladder, players learn the fate of their fighters, but unlike the N64 version of MK4, there's no animated cinema scenes. Unfortunately, Mortal Kombat 4 doesn't have a two-player mode, but the challenge level on the Master level should keep players fighting for their lives.

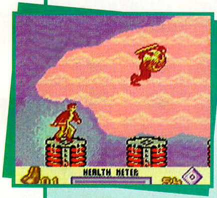


Montezuma's Return

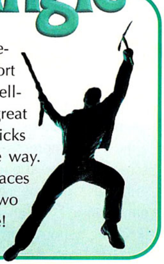
In the puzzle adventure of Montezuma's Return, players enter a vast Aztec pyramid filled with treasure. The Indiana Jones-like hero is limited to running and jumping. In order to unfathom the secrets of Montezuma's tomb, players must pick up keys, knives and other items, then use them to unlock doors and defeat enemies that lie in the way. Play control presents an even greater challenge because Montezuma is unforgiving. The hero must be lined up perfectly to climb ladders, and the slightest mistake results in the hero landing on his head. Fortunately, passwords prevent too many headaches caused by the repetition. In the end, getting past the snakes, flames, bats and other perils are all worth the effort because of the great graphics and lively sound track created by Tarantula Studios.



Pitfall: Beyond the Jungle

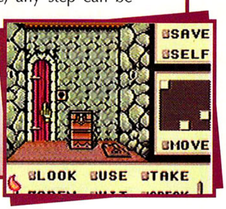


Thanks to Crave Entertainment, Pitfall Harry is back on Game Boy, and this time his adventure is in color. Pitfall: Beyond the Jungle is based on the PSX Pitfall 3-D game, but it takes place in a 2-D side-scrolling environment. Harry must survive the rigors of a jungle journey, including spelunking, descending into a volcano and entering the horrible-sounding Life Extraction Plant, all in an effort to save the Moku people from the well-named Scourge. Harry's assets are his great jumping and swinging abilities. He also picks up various weapons and items along the way. On the liability side of the ledger, Harry faces horrendous chasms, hungry beasts, and two boss characters. Hey, it's a jungle out there!

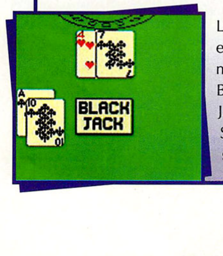


Shadowgate Classic

The dreaded Warlock Lord returns to the world of gaming in Shadowgate Classic from Nintendo and Kemco. Fans of the original NES text-based RPG will recognize this game from the moment they awaken at the entrance to Shadowgate Castle. In fact, it's the same game. For Shadowgate novices, the game presents puzzles and traps in a series of rooms inside the castle. Players look at objects, take items, use items from inventory, hit things, learn spells and generally proceed with extreme caution. In Shadowgate, any step can be your last. This version of the game includes an excellent sound track, virtually no animation (like the original) and three game save files. Shadowgate is a classic for a very good reason. It's just as good today as it was ten years ago.



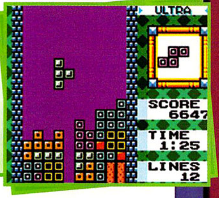
Las Vegas Cool Hand



Las Vegas Cool Hand from Take 2 entertainment brings three of the most popular card games to Game Boy Color. The games include Black Jack, Solitaire and Cribbage. Solitaire and Cribbage may not seam flashy enough for Las Vegas, but they're great single-player games for Game Boy. In Black Jack, players begin with a bankroll and set their own bets before the hand is dealt. All the casino options, including Double Down, Insurance and Splits are included. For Solitaire, players can choose from four variations. The use of color, and a nicely done soundtrack, add much to the playability of Cool Hand.

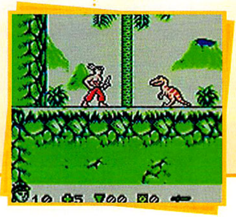
Tetris DX

Tetris DX from Nintendo has all the action a Tetris fanatic could want. The Marathon mode is an endless round of traditional Tetris with increasing speed. Ultra Tetris sets a three-minute time limit in which players try to score as many lines as they can. Two-player and Two Player Vs. Computer are dual-window, competitive modes of play. In 40 Lines, players try to score 40 lines as quickly as possible. Tetris DX features three game save files, three music options and great color. It's a wonderful addition to the Tetris family.



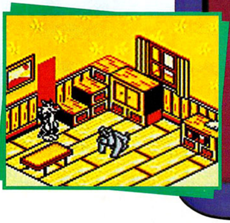
Turok 2

In Acclaim's Turok 2: Seeds of Evil for Game Boy Color, the graphics are almost as impressive on the small screen as are the 3-D graphics of the N64 game on a TV. The side-scrolling action is similar to last year's Turok for Game Boy. Turok has a full set of motions—running, jumping, climbing, crawling and swimming, and he picks up weapons along the way for battling bionosaurs and other Lost World menaces. The task in this game is to wipe out the Incubators of the Bionosaurs—at least that's how it starts.



"Twouble"

The Looney Tunes bin is full at Infogrames with both Carrot Crazy and "Twouble." This second Game Boy Color game stars Sylvester and Tweety. As always, Sylvester the cat can't keep his paws (not to mention his jaws) to himself . With images of drumsticks basting in his brain, Sylvester chases Tweety around the kitchen, in the cellar, outside on the street and in a toy shop—through five side scrolling and three-quarter perspective stages filled with puzzles. Tweety isn't quite as helpless as you might think. The perky little bird has friends like Granny, Taz and Marvin keeping a lookout for Sylvester.



Starting Lineup

ACCLAIM
NBA JAM '99
SOUTH PARK
TUROK 2
WWF
CRAVE
GEX: ENTER THE GECKO
MEN IN BLACK
PITFALL:BEYOND THE JUNGLE
INFOGRAMES
CARROT CRAZY
"TWOUBLE"
VRALLY
KEMCO
DÉJÀ VU 2
TOP GEAR POCKET
KONAMI
NBA IN THE ZONE
NHL BLADES OF STEEL
SPAWN
MAJESCO
CENTIPEDE
FROGGER
SUPER BREAKOUT
MIDWAY
ARCADE HITS: 720 DEGREES
ARCADE HITS: DEFENDER/JOUST
ARCADE HITS: SPY HUNTER/ MOON PATROL BLITZ
MORTAL KOMBAT 4
PATROL
RAMPAGE WORLD TOUR
SF RUSH EXTREME RACING
NATSUME
LEGEND OF THE RIVER KING
NINTENDO
BOMBERMAN POCKET
BUGS BUNNY CRAZY CASTLE 3
GAME & WATCH GALLERY II
LINK'S AWAKENING
QUEST FOR CAMELOT
SHADOWGATE CLASSIC
WARIO LAND 2
RARE
CONKER'S POCKET TALES
SUNSOFT
POWER QUEST
TAKE 2
LAS VEGAS COOL HAND
MONTEZUMA'S RETURN
RATS
TITUS
ROADSTER '98
TITUS JR.

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WORLD TOUR
SAN FRANCISCO
RUSH™
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ESRB
MATURE
M
CONTENT RATED BY
ESRB
Nintendo®
MIDWAY®

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ARENA

Are you game?

THE CHALLENGES

BIG GAME

If you've finished the jungle levels in the Space Station, you'll be able to chase after your runaway microchip sidekick in the target-shooting bonus area known as Evo's Escape. Blast as many critters as you can, then send us a picture of your high score.

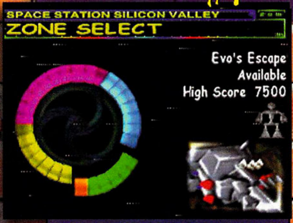
A HIGH AND WORLD-WIDE SCORE

Drive to the ends of the earth in Cruis'n World to cross the finish line in record time, then send us a photo of your travels. Any course will do, but not just any time will cut it, so be sure your finish is world-class.

A FURRY AND FEATHERY FINISH

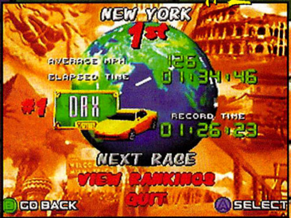
What better way to end the year than with a be-all and end-all Banjo-Kazooie challenge? If you can finish the game with all 900 Musical Notes, 100 Jiggys and 24 Honeycomb Pieces in record time, send us a snapshot of your achievement to enter the Arena.

#1



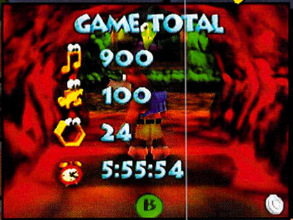
SPACE STATION SILICON VALLEY

#2



CRUIS'N WORLD

#3



BANJO-KAZOOIE

NP SCOREBOARD

STAR FOX 64

Most Venomian Units Destroyed (Vol. 103)

Derek Anderson, Eagan, MN	1,610
Chirao Patel, Santa Maria, CA	1,610
Adam Patterson, Evansville, WI	1,608
Shawn Fleming, Aurora, CO	1,606
B.J. Tomiko, Manistique, MI	1,605
Adam Lee, Fairfax Station, VA	1,604
Noah Needleman, Sarasota, FL	1,604
Jonathan Plichta, Milford, MI	1,603
John Rapkoch, Colorado Springs, CO	1,603
Nancy Craine, Naperville, IL	1,602
Robert Stofko, Adkins, TX	1,601
Jeff Zaleski, Rocky River, OH	1,597
Michael Gajigal, Miami, FL	1,595
Adam Medley, Oshawa, ON	1,592
Edward Manning, Frankenmuth, MI	1,591
Peter Lucignani, Markham, ON	1,589
Erik Bush, Lake Wuccamaw, NC	1,587

NAGANO WINTER OLYMPICS '98

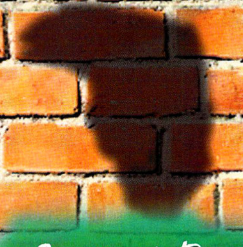
Fastest 500m Speed Skating Times (Vol. 107)

Charlie Kinzer, Watseka, IL	1:11.45
Wil Workman, Pittsburgh, PA	1:11.76
Robert Coulson, Phoenix, AZ	1:12.03
Sean Metter, Concord, CA	1:12.26
Bob Drake, Goshen, NY	1:12.34
Anthony Calabria, Easley, SC	1:12.37
Kyle Houff, Luray, VA	1:12.80

NAGANO WINTER OLYMPICS '98

Fastest 1500m Speed Skating Times (Vol. 107)

Robert Coulson, Phoenix, AZ	1:36.00
Adam Arroyo, Staten Island, NY	1:36.35
Kyle Houff, Luray, VA	1:48.31
Sean Metter, Concord, CA	1:48.47
Charlie Kinzer, Watseka, IL	1:49.08
Bob Drake, Goshen, NY	1:50.40



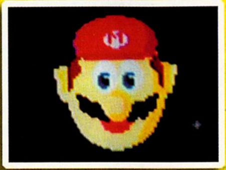
SHADOW PLAY

Heads up! A not-so-shadowy version of this noggin lurks here in Volume 115. Shed some light on the answer by scouring this issue.

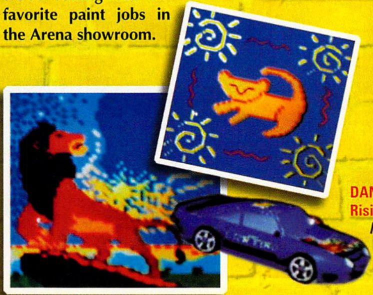
ARENA ART

TOP GEAR GALLERY

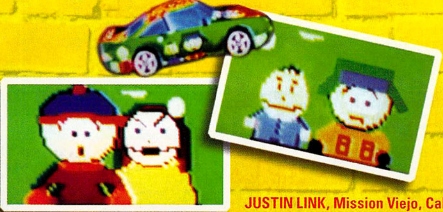
In Volume 109, we challenged readers to send in photos of cars they've customized in Top Gear Rally's Paint Shop Mode. Six months and many entries later, we're rolling out our favorite paint jobs in the Arena showroom.



RICHARD REESE, West Linn, Oregon
Now Mr. Andretti isn't the only Mario who's burning up the streets.



DANIEL DITTMER, Rising Sun, Indiana
Is that a Hakuna Miata or just a car painted up with The Lion King motif?



JUSTIN LINK, Mission Viejo, California
If Kenny's driving that South Park car, it's bound to be a doomed trip.

QUIZ

OCARINA MUSIC

Songs play a key role in the musically notable The Legend of Zelda: Ocarina of Time. Put your music skills to the test by playing these three songs on your Ocarina to see (and hear) if you can name that tune. The answers will appear next month, and your very own Ocarina music could appear as well if you send us a transcription of your original song and we like the sound of it.

A START

△ ◁ ▷ ▽ C BUTTONS

↑↓ CONTROL STICK (UP OR DOWN)

Z BUTTON

SONG #1 ____________

↑▷, ▷, ↓▷, ↑▷, ▷, ↓▷, ↑△,
△, △, ↓△, ↑△, △, △, ↓△

SONG #2 ____________

◁, ▷, ↓▷, ▷, ◁, ◁, ◁, ▷, ▷,
▷, ◁, △, △

SONG #3 ____________

A, ▽, ↑▽, ▷, ◁, ▷, ↑▽, ▽Z,
↓A

FIGHTER'S DESTINY

Best Survival Score (Vol. 108)

Brendan Sweeney, Shaver Lake, CA	100 Wins

Best Times (Vol. 108)

Brendan Sweeney, Shaver Lake, CA	1.035
Matt Berginski, Lexington, KY	1.411

Fastest Takedown Times (Vol. 108)

Brendan Sweeney, Shaver Lake, CA	0:26.62
Clay Dorsett, Londonderry, UT	0:34.93
Matt Berginski, Lexington, KY	0:49.30
RJ Tolosa, S. San Francisco, CA	0:54.57

Best Rodeo Times (Vol. 108)

Clay Dorsett, Londonderry, UT	2:41.74
G.D. Stewart, Seaford, DE	2:32.90
Brendan Sweeney, Shaver Lake, CA	2:19.20
RJ Tolosa, S. San Francisco, CA	1:42.10
Matt Berginski, Lexington, KY	1:10.29

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than Jan. 10, 1999.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 114

HIDE AND SEEK:
We tried to bury the hidden screen shot so deep in Volume 114 that it fell out the other side of the magazine and landed in Volume 113 instead, so check the October issue to find the mystery pic. Arrgh. Sorry about that. We'll print the answer next month.

Your
Power Guide
To The Latest
Releases
December 1998
Nintendo
NOW
PLAYING
GAME BOY COLOR
N64
Super NES

STAR WARS
ROGUE SQUADRON
NINTENDO 64
EXPANSION PAK

ROGUE SQUADRON

- LucasArts/128 Megabits
- 1 player
- 3 game save files
- Rumble Pak compatible
- Expansion Pak compatible
- 16 missions

TEEN
AGES 13+
CONTENT RATED BY ESRB

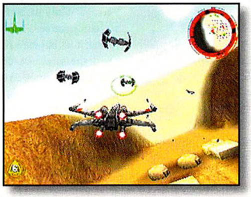
SCORES

- T-9.5
- J-8.9
- SP-8.9
- P-9.3
- S-9.2

The force is with Rogue Squadron and the N64.

GRAPHICS From the real-time light-sourcing to the detailed fighter models, Rogue Squadron provides the best 3-D graphics of any Star Wars game to date. Even without the Expansion Pak, all the hangar deck scenes appear in Hi-Res Mode. But once you plug in the Expansion Pak, Rogue becomes one long Hi-Res feast for the senses.

PLAY CONTROL Control characteristics vary somewhat between the different types of Rebellion fighters, but the controls feel natural in each ship. Unlike flight simulations that seem to pile on the controls, Rogue provides an action-arcade game experience.



GAME DESIGN The missions have complexity and balance, and sometimes the most important elements in the mission are hidden or disguised.

SATISFACTION There's variety, story, great characters, excellent graphics, mission complexity and hours and hours of laser-blasting action.

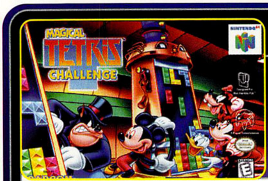
SOUND Rogue contains more voice narrative than any other N64 title, making it seem all the more cinematic. Even more impressive: The music's interactive—it adapts to the action taking place in the game.

COMMENTS *Scott*–Sights, sounds, challenge, fun–this game has it all. *Jason*–A galaxy far, far away and above most shooters *Paul*–Great play control; deep, dramatic plot. This is every would-be X-wing pilot's fantasy.

0 2.5 5.0 7.5 10

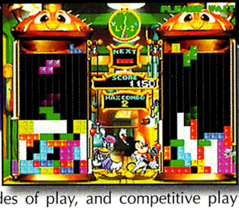
9.1
OVERALL RATING

GRAPHICS=**9.6** PLAY CONTROL=**9.0** GAME DESIGN=**8.6** SATISFACTION=**9.2** SOUND=**9.6**



MAGICAL TETRIS CHALLENGE FEATURING MICKEY

- Capcom/128 Megabits
- 1 or 2 players simultaneous
- 3 modes
- 5 difficulty settings
- Disney characters



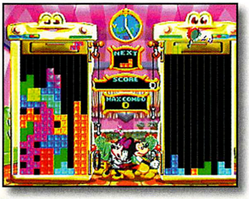
SCORES
ED-8.9
P-7.3
H-8.1
S-7.7
SP-7.8

The magical puzzles of Disney.

GRAPHICS Bright blocks and shadow images at the bottom of the Tetris well help players line up their moves and drop tetrads into place.

PLAY CONTROL Magical Tetris Challenge doesn't use the analog Control Stick, but play control with the Control Pad is as sharp as any Tetris game.

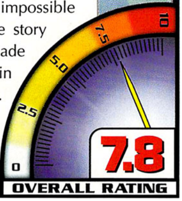
GAME DESIGN You might expect a game with this name to be a simple remake of the classic Tetris with Disney characters tacked on. Not so. Capcom did an excellent job of adding interesting variations to the Tetris model.



SATISFACTION New tetrads, new modes of play, and competitive play makes this game a winner in its own right.

SOUND The music doesn't seem to have anything to do with Disney, Mickey, or Tetris.

COMMENTS *Scott*–I was really surprised by this game. It's an excellent addition to the Tetris family, although I could live without the story elements. *Todd*–A great game got even better. At first, it seems like the same Tetris, then you come across additional pieces that seem impossible to fit. *Sonja*–I like the new pieces, but the story mode is too short. *Andy*–The Magic Pieces made me rethink my Tetris strategy. *Ed*–The battle in a versus game has many more facets. *Henry*–Fantastic 2-D graphics.

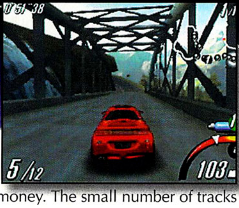


GRAPHICS=7.4 PLAY CONTROL=8.6 GAME DESIGN=7.7 SATISFACTION=8.0 SOUND=6.9

TOP GEAR
Overdrive
KEMCO

TOP GEAR OVERDRIVE

- Kemco/96 Megabits
- 1 to 4 players simultaneous
- Rumble Pak compatible
- Expansion Pak compatible
- 5 tracks



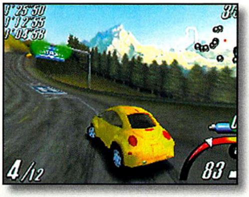
SCORES
AH-8.0
T-6.8
H-8.2
S-7.0
SP-7.3

Kemco shifts into Overdrive on the N64.

GRAPHICS Snowblind Studios did a super job of making Top Gear Overdrive one of the prettiest N64 racing games so far. No fog, no pop up, just beautiful backgrounds, excellent special effects, realistic looking vehicles and twisty roads. It's even better with the Expansion Pak.

PLAY CONTROL Less floaty than last year's Top Gear Rally, TGO is easier to master, but still fairly challenging.

GAME DESIGN Overdrive concentrates on fun and cars rather than brutal driving conditions like TG Rally. The result is a game in which you can use nitro, win prizes, beef up your car or even buy a new car if you earn enough money. The small number of tracks is unfortunate, but balanced by six seasons of racing, which gives players a chance to race in all sorts of conditions including snow and night. The four-player mode is a welcome addition.



SATISFACTION Although die hard driving sim fans may prefer the original Top Gear Rally, this game will probably be more fun for casual racers. The absence of the paint shop is regrettable, but players can still choose car colors.

SOUND The soundtrack has a metal edge that's well-suited to the high speed, wild ride of the game.

COMMENTS *Scott*–A great ride. *Todd*–A great soundtrack. *Henry*–The graphics are fantastic.

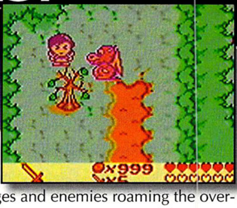
GRAPHICS=8.9 PLAY CONTROL=7.3 GAME DESIGN=7.3 SATISFACTION=7.3 SOUND=7.7

GAME BOY COLOR
Warner Bros.
Quest for Camelot
E
Nintendo

QUEST FOR CAMELOT

- Nintendo/8 Megabits
- 1 player
- Battery-backed memory
- 6 languages

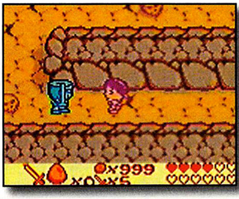
EVERYONE
E
CONTENT RATED BY
ESRB



SCORES
AH-7.1
J-6.4
H-7.7
SP-7.8
S-8.0

The first big adventure for Game Boy Color.

GRAPHICS Quest for Camelot is the first showcase for what a Game Boy Color title can be. The development team at Titus created a rich color palette for the game screens and also included cinematic stills based on scenes from the recent Warner Bros. movie. Everything except the text screens look great.



PLAY CONTROL Control of movement and the use of weapons is easy and intuitive. The game save function, however, is awkward.

GAME DESIGN Camelot contains a mix of adventure elements, from trading to fighting. The areas are large and contain hidden areas, secret passages and enemies roaming the overworld. Although most of the fighting and puzzles aren't particularly difficult, there's enough of everything in the game to keep players busy for a long time.

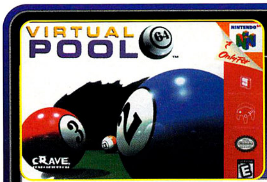
SATISFACTION Adventure fans, rejoice! Quest for Camelot stands in the company of Link's Awakening and the Final Fantasy games. The game's best features are its variety and graphics.

SOUND Quest for Camelot makes good use of sound. The music has a medieval flavor, and the sound effects convey important game information.

COMMENTS *Scott*–Titus, along with a dedicated team at Nintendo, have created a great reason to buy Game Boy Color. *Todd*–I'm addicted. *Henry*–The game has depth.

7.4
OVERALL RATING

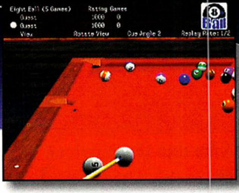
GRAPHICS=**7.5** PLAY CONTROL=**7.8** GAME DESIGN=**7.8** SATISFACTION=**7.0** SOUND=**6.7**

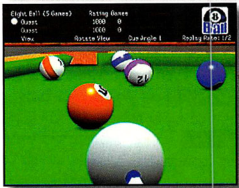


VR POOL 64

- Crave Entertainment/32 Megabits
- 1 to 4 players alternating
- Controller Pak compatible
- 9 pool games
- Trick shots

EVERYONE
E
CONTENT RATED BY
ESRB





SCORES
J-6.0
H-7.5
S-8.6
SP-6.8
P-6.1

Your own virtual pool table for the N64.

GRAPHICS Crave hit it right on the mark with VR Pool 64. Compared to the wackiness of Milo's Astro Lanes, this game shoots for ultra realism, and nails it. Everything from the physics of the balls knocking into each other on the table to the adjustable camera works well and looks sharp.

PLAY CONTROL Players use the analog Control Stick to stroke the cue, which gives them very precise control. Aiming, sighting and other functions are accessed with the C Buttons and take some getting used to.

GAME DESIGN The single-player tournaments give players a chance to test themselves against computer opponents, but most players will have fun just shooting pool in the practice mode, playing multiplayer and trying trick shots.

SATISFACTION VR Pool 64 comes from an impressive family of PC games from Interplay, but the N64 version may be even more impressive. With analog control of the cue, VR Pool 64 is more precise and realistic than the PC versions.

SOUND The clacking of the balls is nicely done. The music is subdued. It adds nothing but doesn't interfere.

COMMENTS *Scott*–Very realistic, but the number of controls can be confusing. *Todd*–Nice 'n' smooth. *Andy*–It's definitely a party game. No more stinky pool halls for me! Ed–Fantastic cue control. Sonja–Great variety.

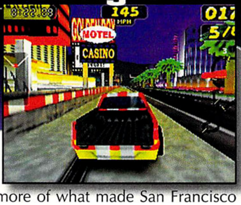
7.4
OVERALL RATING

GRAPHICS=**7.5** PLAY CONTROL=**8.0** GAME DESIGN=**7.4** SATISFACTION=**7.4** SOUND=**6.5**

RUSH 2: Extreme Racing USA

RUSH 2
Extreme Racing USA
NINTENDO 64
MIDWAY

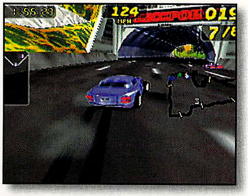
- Midway/96 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- 9 tracks



Another great road rush from Midway.

GRAPHICS The cars look cool and the tracks include lots of familiar landmarks. With a good frame rate and very little popping or fog, you get a long view of what's coming up ahead. Sometimes, in the right angle turns, it can be difficult to see where the corners begin.

PLAY CONTROL Rush 2 is an arcade beast all the way, and the play control reflects the arcade philosophy of make-it-simple. There's quite a variation in the handling of the vehicles. The Controller setup menu is awkward, but with patience, you can customize your controls.



GAME DESIGN Rush 2 contains even more of what made San Francisco Rush so much fun—speed, cool cars, hidden stuff, and shortcuts. The courses themselves provide lots of challenge.

SATISFACTION The racing is fun, but the real challenge comes from finding all the keys and shortcuts, making Rush 2 a much deeper game than most racers.

SOUND Engine noise, squealing tires and a nice beat—Rush 2 has the right sound for its genre, but it's not exceptional.

COMMENTS *Scott*–A good arcade experience without the quarters. *Todd*–The halfpipe and stunt tracks are cool. *Jason*–Ten fold the high-speed, high-flying, reckless driving that was in Rush. *Paul*–The graphics seem too muddy.

SCORES
J-8.1
T-6.4
S-7.0
P-7.6
SP-7.5

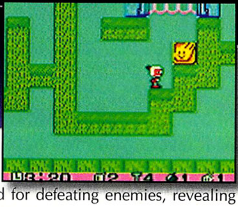
7.3
OVERALL RATING

GRAPHICS=**6.8** PLAY CONTROL=**7.8** GAME DESIGN=**7.0** SATISFACTION=**7.7** SOUND=**7.2**

POCKET BOMBERMAN

GAME BOY Color
POCKET BOMBERMAN

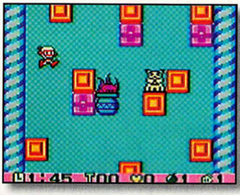
- Nintendo/8 Megabits
- 1 player
- Passwords
- Infrared port compatible
- 2 modes
- 5 levels



Bomberman gets the jump on Game Boy.

GRAPHICS Pocket Bomberman uses a bright color palette on Game Boy Color even though the game was finished before the GBC specs were available. The game looks good on any Game Boy system.

PLAY CONTROL The two modes of play include Normal and Jump mode. The latter may take some time to master. The Normal mode is more like a regular Bomberman game, except the side-scrolling action includes lots of jumping here, as well.



GAME DESIGN Although it's a platform game, Pocket Bomberman's puzzles are similar to those in earlier Bomberman games. Bombs are used for defeating enemies, revealing items, and triggering gates.

SATISFACTION PB turns out to be lots of fun. Don't expect a great challenge, but do expect it to be difficult to put down.

SOUND The music repeats too often, but otherwise the sound is fairly good.

COMMENTS *Scott*–It's not my idea of what a Bomberman game should be, but it's still a good play. *Sonja*–This game is surprisingly fun and challenging. *Andy*–Jump mode is totally innovative. *Paul*–What made Bomberman great on the Super NES was the multiplayer mayhem. These tangents into adventure/puzzle games leave me baffled.

SCORES
AH-7.7
J-7.6
P-5.9
SP-6.3
S-7.9

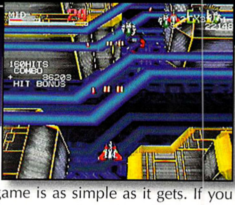
7.2
OVERALL RATING

GRAPHICS=**7.2** PLAY CONTROL=**7.2** GAME DESIGN=**7.3** SATISFACTION=**7.0** SOUND=**7.0**

STAR SOLDIER
VANISHING EARTH
NINTENDO 64
Only For

STAR SOLDIER: VANISHING EARTH

- Electro Brain/96 Megabits
- 1 player
- Rumble Pak compatible
- Limited hi-score storage
- Passwords
- 3 missions



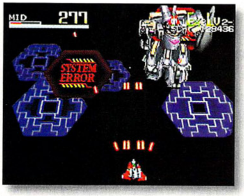
SCORES

- AH-7.9
- T-6.7
- D-7.4
- P-7.5
- SP-6.5

It takes a pure shooter to save the earth.

GRAPHICS You might not expect much graphically from a vertical scrolling shooter, but the development team at Hudson Soft did a nice job of integrating 3-D elements with the game. Even so, Star Soldier doesn't break new ground in the graphics department.

PLAY CONTROL Play Control is very fast on the analog Control Stick, just as it should be. The F92 series fighters handle with precision and the extra buttons on the Controller are easily set up for firing special upgrade weapons. In a space shooter, control is everything, and Star Soldier definitely has what it takes.



GAME DESIGN This game is as simple as it gets. If you can see it on the screen, you can shoot it, or it can shoot you. Blast, dodge, collect power ups. That's it.

SATISFACTION If you like shooters, this will be your first taste of the classic vertical scrolling style for the N64. Star Soldier fills its small niche nicely, but it's not Star Fox or Rogue Squadron by a long shot.

SOUND The use of robotic voices is pretty poor, but the music is better, although very predictable.

COMMENTS *Scott*–A nice continue feature and time trial mode that adds some extra scoring challenge. *Paul*–To tell the truth, I miss top-scrolling and side-scrolling shooters. Though it's simplistic, I do like Star Soldier, if only for the Mindless Fun Factor.

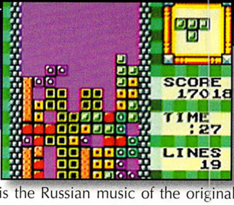
7.2 OVERALL RATING

GRAPHICS=6.6 PLAY CONTROL=7.8 GAME DESIGN=7.0 SATISFACTION=7.6 SOUND=6.4

GAME BOY COLOR
TETRIS DX
ORIGINAL TETRIS NOW IN COLOR!

TETRIS DX

- Nintendo/8 Megabits
- 1 or 2 players simultaneous
- Game Boy Color enhanced
- Game Link compatible
- 4 modes



SCORES

- AH-6.7
- J-6.7
- SP-7.0
- P-6.8
- T-8.7

The original blockbuster, and more, now in color!

GRAPHICS The color treatment in Tetris DX makes it much easier to quickly identify tetrads, particularly left and right oriented variations of some tetrad patterns. The color coding gives players an extra split second to decide where to place the pieces.

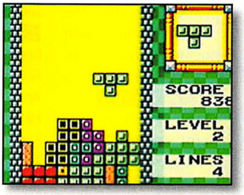
PLAY CONTROL Very precise control is a staple of Nintendo's Tetris games, and DX doesn't disappoint. With a little practice, you'll be able to slip tetrads into places you might not have guessed were possible.

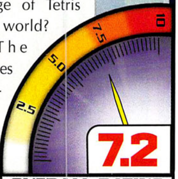
GAME DESIGN The extra modes include 40 lines, two-player, two-player vs. the computer and a time limit mode. Along with the original, endless form of Tetris, this Game Pak has a great mix of Tetris action.

SATISFACTION Tetris goes with Game Boy like milk goes with cereal. This color version is an excellent addition to the family.

SOUND The only thing missing from DX is the Russian music of the original Tetris. Players do have musical choices, but they just aren't as good.

COMMENTS *Andy*–Tetris is to Game Boy as peanut butter is to bananas—a perfect match. *Scott*–If it wasn't for the music, this game would be almost perfect. (And I'm worried about Andy's diet.) *Paul*–Is there suddenly a shortage of Tetris in the world? *Todd*–The color makes all the difference.





7.2 OVERALL RATING

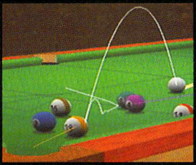
GRAPHICS=7.0 PLAY CONTROL=8.0 GAME DESIGN=7.0 SATISFACTION=7.2 SOUND=6.6

YOU'VE GOT TO HAVE A LOT OF BALLS TO PLAY A GAME THIS REAL

(SIXTEEN TO BE EXACT)

"Virtual Pool ... is the absolute, incontrovertibly best, most believable pool simulation available for any platform." - GameWEEK

"...Play ultra-realistic pool, without the risk of getting hustled..." - IGN64.com

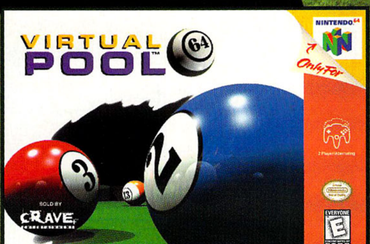


Master mind-blowing trick shots that would rival any seasoned pool shark!

Ultra-Real Physics make VR Pool 64 as close to the real thing as it gets!

Virtual Pool 64™ puts incredible touch and precision in your hands. With unsurpassed, ultra-real physics, you'll control the power behind every break, tap and trick shot!

Best of all, with nine exciting types of pool, three levels of difficulty and two-person, multiplayer support, beginners and experts will both enjoy the challenge of Virtual Pool 64.



Celeris

NINTENDO 64

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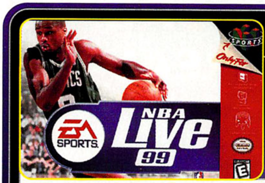
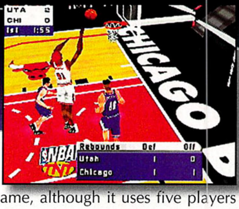


NBA LIVE '99

- EA Sports/128 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- NBA license
- Arcade mode

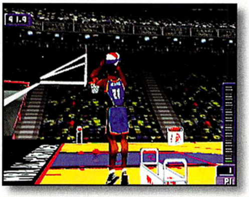
EVERYONE



The NBA plays here, if not anywhere else.

GRAPHICS The 3-D player models and the arena look very good, but frame rate suffers at times. The camera controls are some of the best we've seen for a sports game, featuring reverse angle and close-ups on the key.

PLAY CONTROL Although NBA Live '99 has several sophisticated control options, such as setting picks and calling for preset formations, most of the game can be played with just a few buttons. It feels very intuitive.



GAME DESIGN Everything that we've come to expect from an EA Sports title is here, plus a few bonuses. The arcade mode gives a nod to the NBA Jam style of game, although it uses five players per side. Players can create custom teams and players, as well.

SATISFACTION The play control and overall graphic appeal should result in lots of happy NBA Live '99 owners. It does seem to be lacking a sense of excitement, though, possibly due to an uninspired sound track.

SOUND Crowd noise never raises the roof and the announcer seems about as excited as a fish.

COMMENTS *Scott*–I'm still waiting for the definitive hoops game for the N64, but this one is pretty solid. *Todd*–Nothing new. *Andy*–The arcade mode is an excellent bonus. *Henry*–The game play is dated and there are a limited number of moves. Very clean graphics.

SCORES

AH-8.0

D-6.7

T-7.4

H-6.8

SP-7.2

7.1

OVERALL RATING

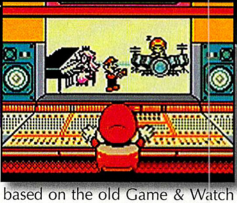
GRAPHICS=**7.6** PLAY CONTROL=**7.1** GAME DESIGN=**6.9** SATISFACTION=**6.9** SOUND=**7.3**

GAME BOY COLOR
GAME & WATCH GALLERY 2
5 GAMES IN ONE

GAME & WATCH GALLERY II

- Nintendo/8 Megabits
- 1 player
- Battery-backed memory
- Game Boy Color enhanced
- 5 games

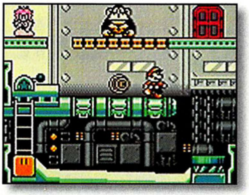
EVERYONE



The second G&W Gallery is picture perfect.

GRAPHICS The Game Boy Color enhanced graphics for the Modern mode of the five games look great. The classic games have a little bit of color, but they're pretty simple.

PLAY CONTROL As you might expect, play control is limited and simplistic on these games. Collisions and hit detection are very good.



GAME DESIGN Game & Watch Gallery II includes five games—Parachute, Helmet, Chef, Vermin and Donkey Kong in a new version with excellent graphics and more advanced game play, and an original version based on the old Game & Watch handheld units.

SATISFACTION Don't dismiss this as a retro game. Each of the classic titles has an updated version that is better than the original. The games are simple, but they can be as captivating as much more complex platform or puzzle games.

SOUND Happy Mario music rules the day in this one. It sounds surprisingly good.

COMMENTS *Scott*–I'm not a big fan of speed-up and catch-'em games, but these are well done. *Todd*–The games are too easy. *Sonja*–Nostalgic. *Henry*–A good variety of solid, classic games. Very clean graphics, but the play won't hold the player's attention for long.

SCORES

D-6.8

J-5.7

S-6.2

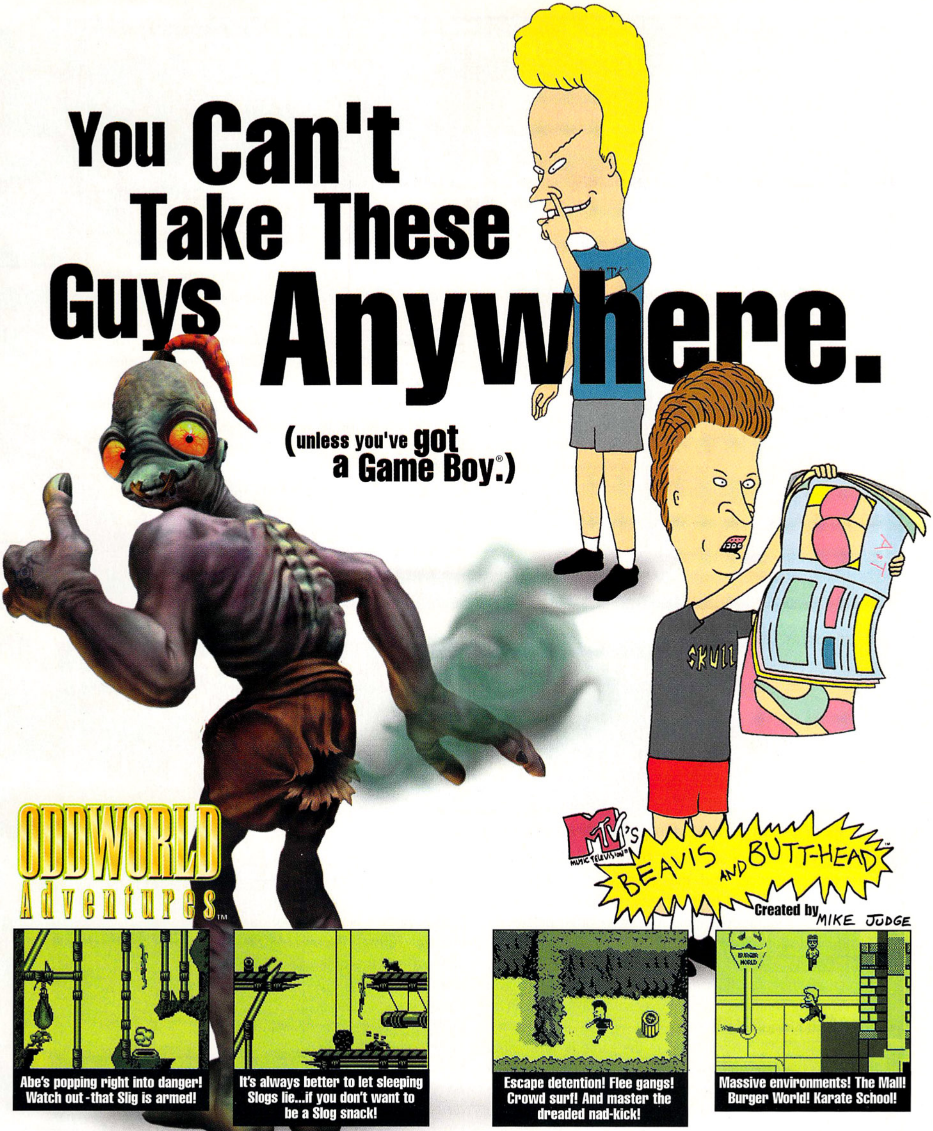
SP-5.9

T-7.1

6.4

OVERALL RATING

GRAPHICS=**7.2** PLAY CONTROL=**6.3** GAME DESIGN=**6.2** SATISFACTION=**6.0** SOUND=**6.2**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MTV's BEAVIS AND BUTT-HEAD™
Created by MIKE JUDGE

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EVERYONE E CONTENT RATED BY ESRB

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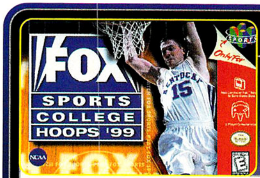
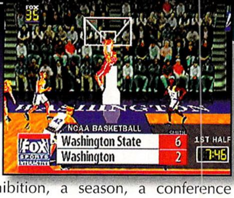


FOX SPORTS COLLEGE HOOPS '99

- Fox Sports Interactive/96 Megabits
- 1 to 2 players simultaneous
- Controller Pak compatible
- NCAA license
- Secret code menu

EVERYONE



SCORES

D-6.2

P-7.0

SP-7.4

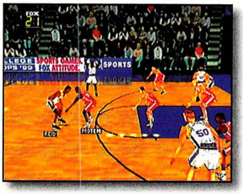
H-5.3

AH-6.7

Fox Sports sends you to the Final Four on the N64.

GRAPHICS College Hoops may not have actual players (since it is prohibited to do so by the NCAA) but it has all the major schools, including their colors and home arenas. The animation of the 3-D players is not quite as advanced as Courtside, but close to NBA Live '99.

PLAY CONTROL Play control is simple to learn, but contains enough special moves using the C Buttons to keep senior players interested in the game. The two-button pass option system works well, and the shooting system with selectable shots is a nice addition.

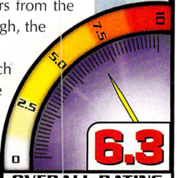


GAME DESIGN You can play an exhibition, a season, a conference tournament, the NCAA tournament, or the Final Four. On the other hand, there's no create-a-player and no Rumble Pak support.

SATISFACTION The good outweighs the bad. The play is fast, realistic and fun, but College Hoops is missing a four-player option, which is unfortunate.

SOUND The college fight songs and Fox Sports theme add realism to the game while the one-liners from the fans tend to be a wasted effort. Overall, though, the sound isn't bad.

COMMENTS *Todd*–It doesn't offer as much variety as other b-ball games. *Andy*–College hoops is fun, but it's too bad that they can't use real names. *Paul*–No innovation.



6.3

OVERALL RATING

GRAPHICS=**6.9** PLAY CONTROL=**5.9** GAME DESIGN=**6.3** SATISFACTION=**6.3** SOUND=**6.6**

GAME BOY COLOR
MIB
MEN IN BLACK
THE SERIES

MEN IN BLACK: THE SERIES

- Crave Entertainment/8 Megabits
- 1 player
- Passwords
- Game Boy and GB Color compatible

EVERYONE

SCORES

AH-5.9

H-5.2

J-7.0

SP-5.3

T-6.7

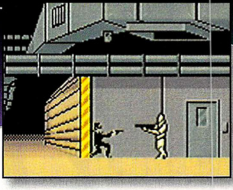
Aliens are everywhere. Fortunately, so are the MIB.

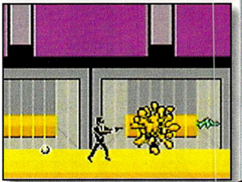
GRAPHICS Tiertex Studios did an excellent job on the cinematic sequences and the game area backgrounds. The MIB character and enemies aren't up to the same level of detail. The game does make use of a varied palette on Game Boy Color.

PLAY CONTROL Shooting and jumping about sums up the actions in this platformer. Shooting is limited since you can't shoot at an angle. Jumping over some obstacles can be difficult and deadly if you miss.

GAME DESIGN The front end to the game is terrific, but the game play doesn't fulfill the promise of the cinema scenes. The game does contain characters and a plot based on the animated series, which is based on the hit movie.

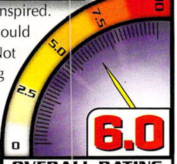
SATISFACTION Unless you're a huge fan of the show, or of platform games that emphasize jumping and shooting, you'll probably be disappointed with MIB.





SOUND The sound effects are okay, although on the quiet side, and the music is almost non-existent.

COMMENTS *Scott*–Although the graphics are nice, the game play isn't very inspired. *Sonja*–Given the technology, I think they could have worked on the graphics more. *Andy*–Not much replay value, but it could be challenging for younger players. *Paul*–Lacks the sly hipness and fun of the movie.



6.0

OVERALL RATING

GRAPHICS=**6.7** PLAY CONTROL=**5.7** GAME DESIGN=**6.1** SATISFACTION=**5.7** SOUND=**5.6**

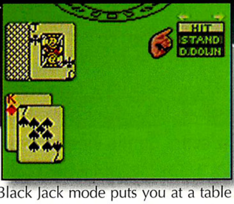
GAME BOY COLOR

GAME BOY COLOR
Las Vegas
COOL HAND
THREE GREAT CARD GAMES IN ONE!!!

LAS VEGAS COOL HAND

- Take 2/8 Megabits
- 1 player
- 3 card games
- Passwords

EVERYONE E CONTENT RATED BY ESRB



SCORES

AH-6.2

J-5.9

P-5.3

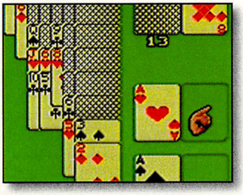
SP-7.0

T-5.2

Make your fortune on Game Boy Color.

GRAPHICS Tarantula Studios created another nice looking Game Boy title with Cool Hand. Although the cards have to fit on the small screen, you shouldn't have any problem identifying them. There isn't a lot of flash, and very little animation, but that isn't really necessary for these card games.

PLAY CONTROL Selecting cards, placing bets, or looking through the instruction screens are all very easy to accomplish in Las Vegas Cool Hand.



GAME DESIGN Take 2 included four variations of Solitaire and Cribbage along with instructions for all games. There's also a Help option for beginners that gives you a hint for every play. The Black Jack mode puts you at a table playing against the house and includes some extra touches like the dealer shuffling a new deck once you've exhausted the previous deck.

SATISFACTION The three games are presented well, and they're all easy to play, even for beginners due to the instructions and help option.

SOUND Cool Hand uses an appropriate honky tonk theme for the background music. It may be a little too ambitious for Game Boy's speaker, but it certainly sounds better than most Game Boy games.

COMMENTS *Scott*–The Las Vegas name suggests a wider variety of gambling games, so I think this game is misnamed. Also, a few additional games would have been nice.

5.9

OVERALL RATING

GRAPHICS=5.8 PLAY CONTROL=5.8 GAME DESIGN=6.4 SATISFACTION=5.8 SOUND=5.4

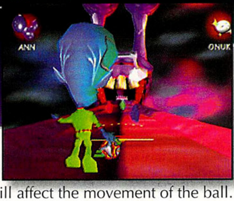
N64

MILO'S
ASTRO LANES
NINTENDO 64
Only For
CRAVE

MILO'S ASTRO LANES

- Crave Entertainment/32 Megabits
- 1 to 4 players simultaneously
- Controller Pak compatible

EVERYONE E CONTENT RATED BY ESRB



SCORES

AH-4.7

T-5.8

H-4.7

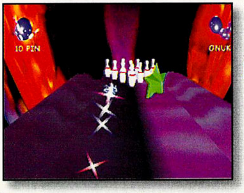
P-5.4

SP-5.7

Milo's sets 'em up and knocks 'em down.

GRAPHICS In keeping with the whimsical, futuristic themes of the game, Milo's features cartoony, alien landscapes and nutty characters. On the downside, the ball doesn't always seem to roll correctly.

PLAY CONTROL Control comes in two forms–an easy, one button option and a more realistic option that uses the Control Stick for throwing the ball. Even the more sophisticated Control Stick option can be learned quickly.



GAME DESIGN Milo's is scored like regular bowling, but many of the lanes have special properties or obstacles. Part of the strategy is to figure out how the lane will affect the movement of the ball. The second innovation is the inclusion of special power-up items that can alter your ball, or the ball of an opponent, making it easier or harder to knock down the pins.

SATISFACTION The multiplayer mode is the strength of Milo's. The single-player game is surprisingly difficult because of the oddball lanes, but it doesn't always seem like a fair challenge.

SOUND The music is light and the sound effects are okay, but not as wacky as you would expect from this kind of game.

COMMENTS *Jason*–In space, no one can hear you scream, so Crave may not hear all the grumbling this game will create. A cute presentation can't overcome limited appeal.

5.3

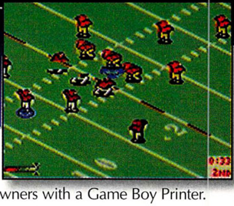
OVERALL RATING

GRAPHICS=5.8 PLAY CONTROL=5.8 GAME DESIGN=5.7 SATISFACTION=4.0 SOUND=5.5

BLITZ

- Midway/8 Megabits
- 1 player
- Passwords
- Exhibition and Season Modes

EVERYONE E CONTENT RATED BY ESRB



SCORES

AH-4.4

J-6.1

D-5.5

SP-4.8

T-3.4

Does Blitz score on the small screen?

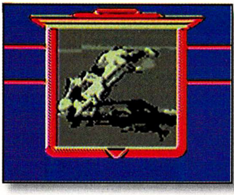
GRAPHICS The field is certainly green, and the teams do have appropriately colored uniforms, but the players are small and, unless the ball is in the air, it's impossible to see. The minuscule nature of the players presents a problem on offense when you're trying to identify receivers or ball carriers. It's such a problem that running the ball is extremely difficult.

PLAY CONTROL The problem with the graphics carries over to play control. Since it is often difficult to see who has the ball, it's also difficult to know where to run and when to throw. The play diagrams are so small that it's difficult to tell how the play will unfold.

GAME DESIGN The essence of Blitz on the N64 and in the arcade is the attitude and speed of play. Most of that is lost on the Game Boy version. There are some cinematic celebrations that follow big plays, but it doesn't impart the same feeling. There is an unexpected print option for owners with a Game Boy Printer.

SATISFACTION The difficulties of clearly seeing what's happening makes Blitz an overly challenging, and ultimately frustrating game to play.

SOUND Crude voice and crowd sounds don't add much excitement to this game.



COMMENTS *Scott*–More of a bomb than a blitz. *Andy*–The hits are supposed to make you cringe, not the play control.

0 2.5 5.0 7.5 10

4.9

OVERALL RATING

GRAPHICS=**5.0** PLAY CONTROL=**5.2** GAME DESIGN=**5.2** SATISFACTION=**4.2** SOUND=**5.3**

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND-Fighting, RPGs, Adventures

DAN-Action, Adventures, Sports

ED -Sports,Puzzles, Action

HENRY-Fighting, Action, Sports

JASON-Adventures, Action, Puzzles

PAUL-Fighting, Sports, Simulations

SCOTT(SP)-Sports, Simulations, Adventures

SONJA-Puzzles, RPGs, Fighting

ANDY(AH)-Action, Adventures, Puzzles

TODD-Sports, Action, Adventures

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%

GRAPHICS: 20%

SATISFACTION: 25%

PLAY CONTROL: 20%

SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

NR Games that were released prior to the commencement of the ratings system are designated NR.

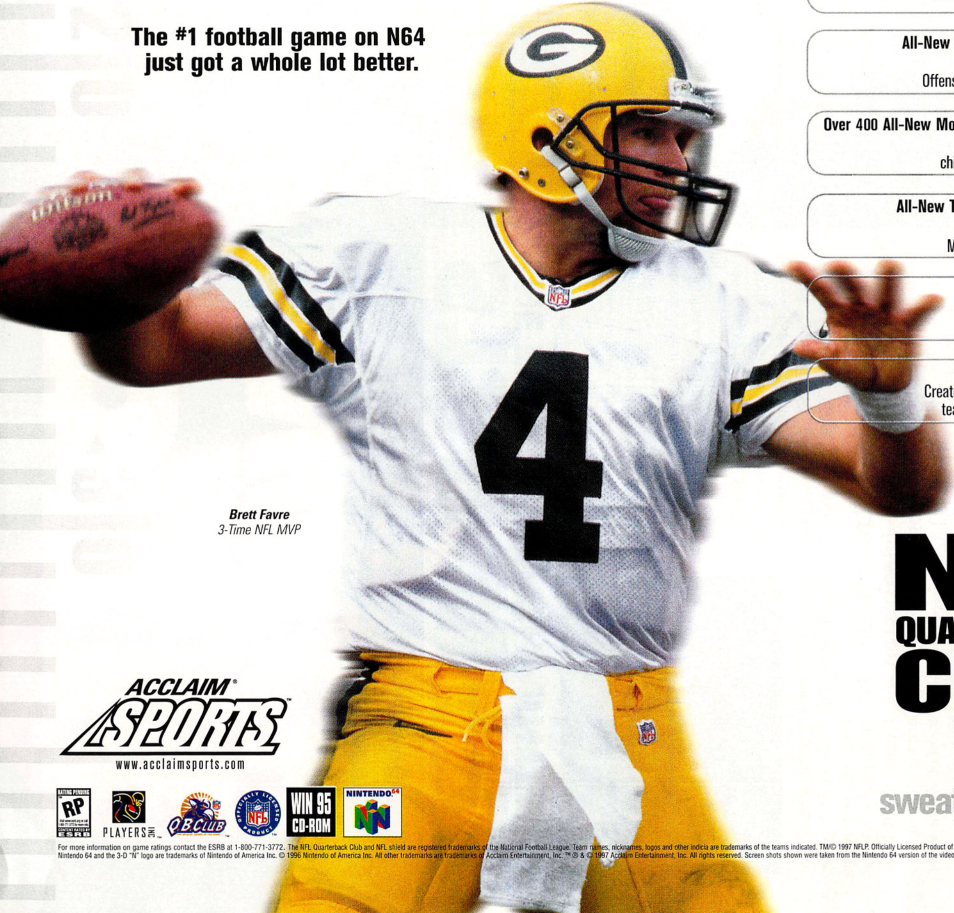
E All Ages

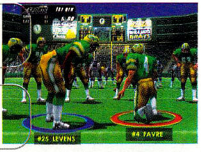
EC Early Childhood

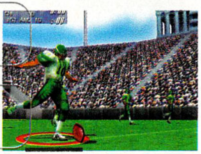
T Teen (13+)

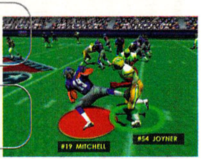
M Mature (17+)

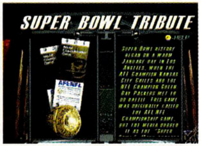
AO Adult (18+)

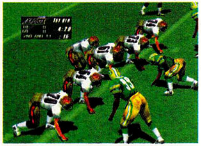












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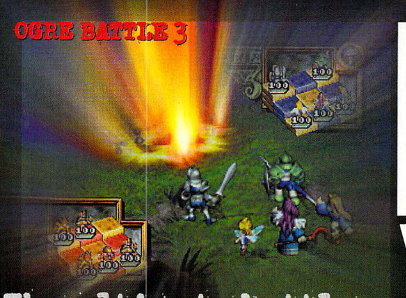


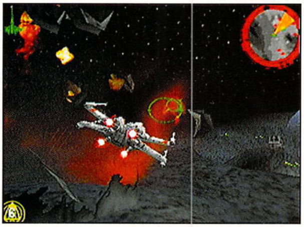
The ultimate battle is coming.

PAK WATCH

The inside source for all Nintendo News.

STAR WARS

THE FORCE IS WITH NINTENDO



In a move that is sure to get gamers as excited as a family of Wookies in a shampoo factory, LucasArts Entertainment Company LLC and Lucas Licensing have announced a five-year, worldwide agreement for three new *Star Wars* games, granting limited exclusivity to Nintendo. Two of the games will be based on the upcoming 1999 Star Wars feature film, *Star Wars*: Episode I: The Phantom Menace. The games will debut in home console form only on the Nintendo 64 and in portable form on Nintendo's Game Boy Color system, and Squadron will be the first of the titles to be released under this interstellar agreement. The two later titles will be based on the new characters, story and settings of Episode I: The Phantom Menace, which is the first chapter of the Star Wars epic. The movie is scheduled to be released in our corner of the universe in May of 1999. LucasArts will develop and publish the upcoming N64 titles while Nintendo will develop the Game Boy Color versions of the games. Under the terms of the agreement, Nintendo will market each of the games and hold exclusive planetwide distribution rights to the N64 and Game Boy versions of the games for five years following the release of each game. LucasArts will retain the Star Wars: Episode I rights to all other gaming platforms and to all other Star Wars: Episode I games.

> **"We believe these new High-Resolution titles on Nintendo 64 will allow our fans to feel a part of the Star Wars saga as never before."**
>
> **Jack Sorensen, President, LucasArts Entertainment Company LLC.**

In the past, LucasArts has created some of the finest games for Nintendo systems, including games based on the Star Wars movies and innovative titles such as Maniac Mansion. Rogue Squadron is arguably the best LucasArts game ever. The combination of the most anticipated movie release of all time and LucasArts' creativity and technical expertise is sure to give N64 and Game Boy Color owners the ultimate interactive Star Wars experience of their lives.

THIS MONTH

WCW NITRO

THQ throws another one into the ring.

RATS

Game Boy Color enters the rat race.

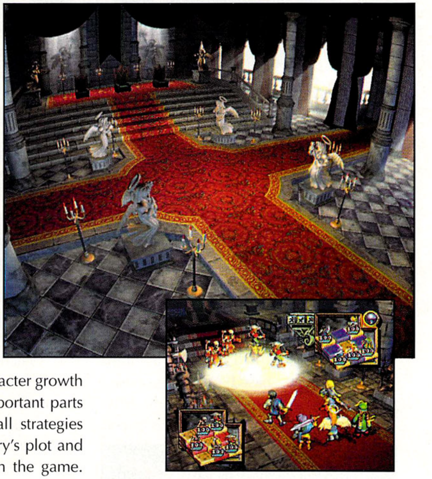
NHL BREAKAWAY '99

Acclaim chills out.

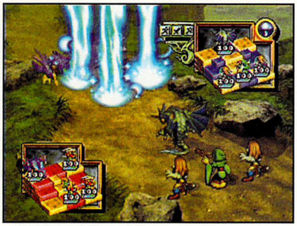
BOSS RALLY WORLD TOUR

Beauty and the Boss.

NINTENDO GOES TO THE OGRES



Back in Pak Watch Volume 111 we told you it might happen. Now, we're here to tell you that your wishes have been granted. Nintendo of America will publish Ogre Battle 3 for the N64 this spring. To RPG and strategy fans, the N64 has had very little grist for their gaming mills so far, but all of a sudden that is changing. Zelda was just the beginning. Next up, Ogre Battle 3, and after that, StarCraft next summer.

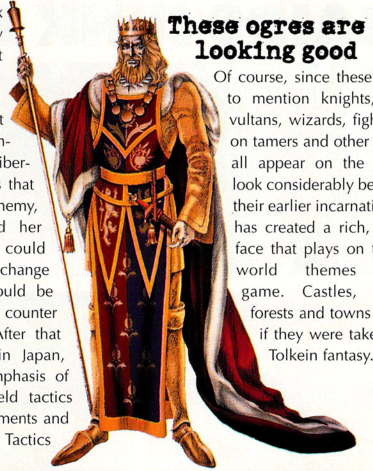


When ogres ruled the games

The original Ogre Battle for the Super NES was a cult hit for Enix, and stores couldn't seem to keep their shelves stocked. That game introduced North American epic fans to a brilliant mix of RPG and strategy elements. Players built up squads of wizards, monsters, knights and other fighters, then sent them through the countryside of Zenobia to liberate towns and abbeys that were held by the enemy, Empress Endora and her minions. Characters could grow in power and change classes, and units could be moved strategically to counter enemy movements. After that came Tactics Ogre in Japan, which shifted the emphasis of the game to battlefield tactics rather than unit movements and conditions. Although Tactics Ogre never made it to North America, diehard fans managed to get Japanese versions on this side of the Pacific.

The best of both ogres

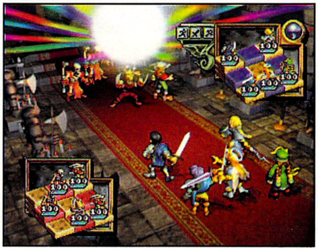
On the N64, Ogre Battle 3 will take a little from both of its predecessors. The campaign will rage over a large world map as it did in Ogre Battle, yet players will have to make tactical movements within individual battles. Character growth and class changes remain important parts of building your army. Overall strategies will be entwined with the story's plot and the ambitions of characters in the game. You'll also have to liberate towns, defeat bosses, engage enemies on a variety of terrains and search for hidden characters and items. Of course, the new Ogre Battle 3 will have elements never before witnessed in any previous Ogre game. OB3 will have both night and day periods, real-time battles, fields of vision, fatigue factors and countless other improvements, innovations and additions.

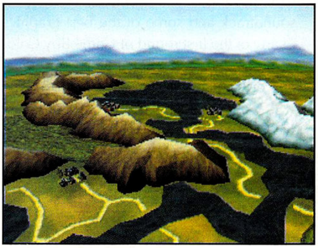


These ogres are looking good

Of course, since these ogres (not to mention knights, wyverns, vultans, wizards, fighters, dragon tamers and other characters) all appear on the N64, they look considerably better than in their earlier incarnations. Quest has created a rich, 3-D interface that plays on the fantasy world themes of the game. Castles, dungeons, forests and towns all look as if they were taken out of a Tolkein fantasy.

The cinematic story scenes and battles also take place in this detailed realm, and the animation of spells and weapons effects adds a dramatic flare to the scenes. What all this means for ogre fans is a short wait until the end of March, when life will once again have a grand purpose.





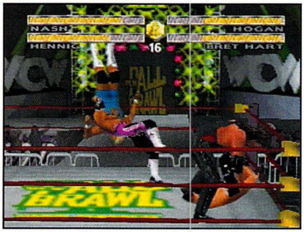
Thy greatest battle shall be waged on these very shores, forsooth.

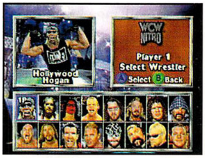
Pak Play

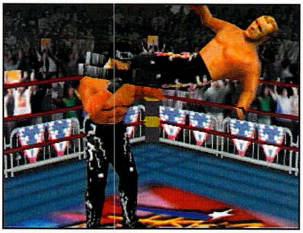
Hands-on previews of upcoming games.

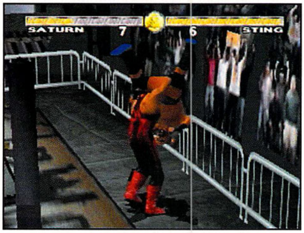
THQ PAKS NITRO INTO THE N64

The Nitro phenomenon is explosive. Nitro parties. Nitro girls. What will the WCW think up next? How about Nitro, the game? THQ will release its third wrestling game, based on the televised WCW Nitro bouts, this spring for the N64. The first screen shots of this slammer and jammer are appearing right here in Pak Watch. WCW Nitro has it all--60 WCW and NWO stars, real arenas, 30 man Battle Royal matches, four-player action, Controller and Rumble Pak compatibility, and the voices of WCW announcers Tony Schiavonne and Mike Tenay. Even the crowd will have AI so that they respond and chant to the wrestlers. In the ring, the wrestlers will have signature moves, taunts and finishing moves. Run-in characters will join in bouts and keep the action full of surprises.



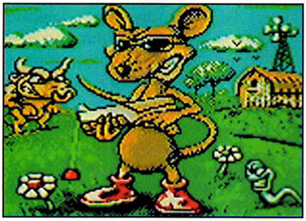


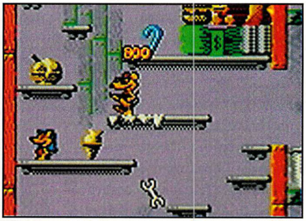


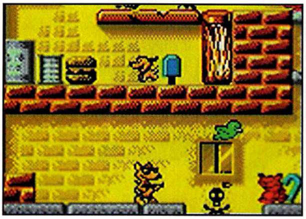


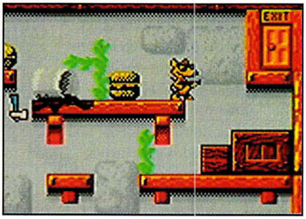
ARMED RAT RAIDS JUNK FOOD

Armed with a pop-gun, sunglasses, and an appetite for sweets, the rat in Rats is aiming for stardom on Game Boy Color. This unheralded action puzzle game from Take 2 Entertainment and Tarantula combines solid platform action with maze-type puzzles, a funky character, a great soundtrack and some of the best graphics of any of the first round of Game Boy Color games. The play in Rats involves hopping and dodging through a vertical maze filled with junk food, which ratty must collect within a given time. There are plenty of enemies to pop with your popgun and, if you take too much time, an endless progression of very dangerous ghosts will appear to haunt your mousy moves. Rats may not be breaking new ground, but it provides a lot of fun in a genre for which we thought we'd seen it all.

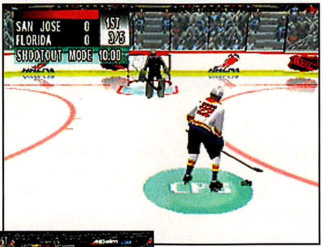


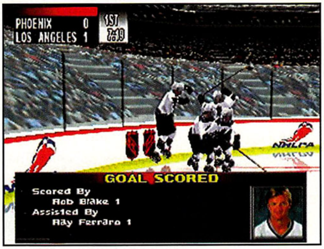






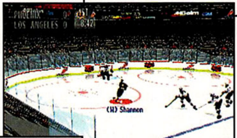
ACCLAIM BREAKS THE ICE

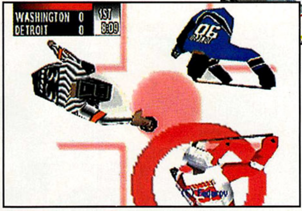


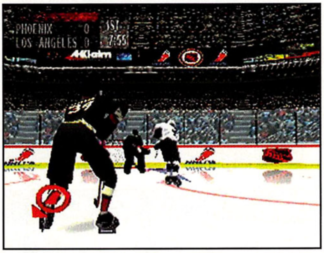


Scored By
Rob Blake 1
Assisted By
Ray Ferraro 1

NHL Breakaway '99 from Acclaim goes back to the ice this fall with a solid update to last year's game. This one has all the bells and whistles that you expect from an Acclaim sports title, including league and player licenses, create-a-player and trade options, multiple camera perspectives, and support for both the Controller Pak and Rumble Pak. The options include five speeds, and on the fastest setting, the action truly flies. Improved AI makes for more realistic matches in this sports sim, but the difficulty settings can be tweaked for newbies. One to four players can hit the ice in exhibition and shootout mode while one-player action includes seasons and playoffs. Breakaway should be released by the end of November, and with so many options and such nice graphics, it will present some serious competition for NHL '99 from EA Sports.

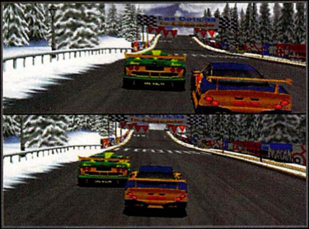


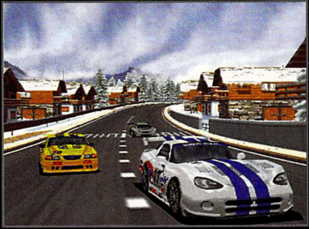


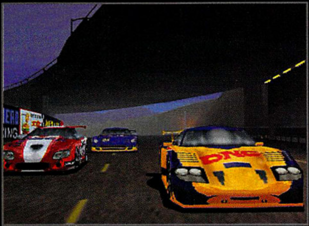


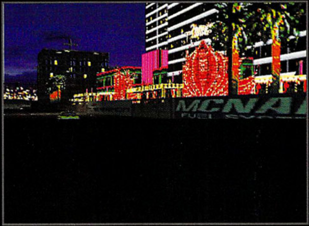
BOSS RALLIES

Boss Game Studios and Midway are teaming up once more to set the racing world on notice. Although the title isn't set, Boss's new world tour racing game is ready to make headlines. Every aspect of the game emphasizes depth of play. There are 33 vehicles and ten tracks. Each of those tracks has three variations with new track segments, and each track can be raced backward or in mirror mode, for more than 100 track experiences. Even more exciting is the way players move through the ranks, earning experience points that allow them to move up to better racing teams and cars. Under the hood, Boss's racing adventure will support hi-res graphics and the Expansion Pak, Controller Pak and Rumble Pak for one or two players. In the works are plans for a two-player career mode that lets players earn team points against computer teams. To top it all off, the game may well be the best looking console racer ever. Midway hopes to release the game in the spring of '99.









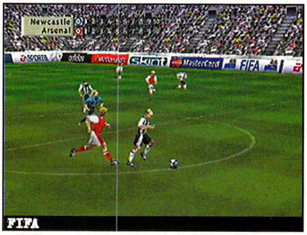
...who's the fastest of them all?

Pak Peeks

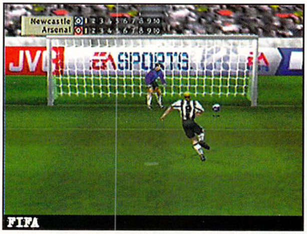
What's breaking in the world of games.

FIFA keeps getting better

How do they do it? The quality just keeps getting better with each new soccer game EA Sports releases, which is, on average, once every six months. That's certainly true of the latest in the growing collection of soccer titles, FIFA '99. Many of the differences between the new FIFA and the previous games are subtle. The player animations are more lifelike. The action on the pitch is more realistic, a result of improved AI. The announcer's voice is right on the mark as he calls the play, even giving the correct inflection during exciting moments. Overall, the effect is impressive, and FIFA '99, which may be released as early as December, stands as the best from EA Sports to date, and that's saying a lot.



FIFA



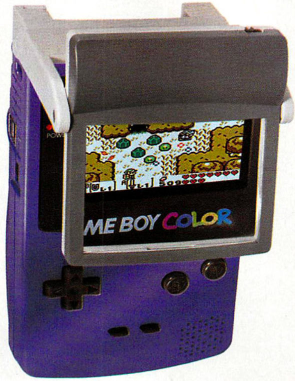
FIFA

Battle on Xena

Saffire Corporation, an up-and-coming developer in Utah, has been signed to develop the Xena: Warrior Princess N64 and Game Boy Color games for Titus. In a recent announcement, Titus stated that there will be two Xena titles for the N64 in addition to a Hercules: The Legendary Journeys game. The Xena games in the works at Saffire will take two completely different approaches to the Xena license from Universal Studios. The first game, tentatively scheduled for the end of '99, will be a fighter, emphasizing Xena's incredible martial arts moves and skills with her shakram and sword. The other game will be an adventure/RPG, which will be released some time after the fighting game.

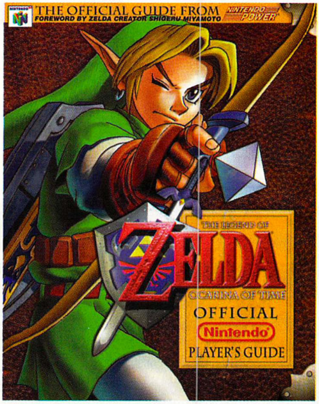
Light up your Game Boy

ASCII Entertainment Software hopes to light up the small screen this fall with the release of the Super Light Boy for Game Boy Pocket and Color. The attachable device includes a polished magnifying lens and a light that helps illuminate the screen. The lens magnifies the screen image one and a half times, which makes it easier to see characters and perform moves. The light makes it possible to play Game Boy Pocket and Color in low-light situations. After rigorous testing by the Pak Watch staff, we can say that the unit makes quite a difference. It may look a bit awkward, but it doesn't add noticeable weight and the benefits of a larger, brighter image are real pluses.



Zelda help from the pros

What do you do when King Dodongo tries to stomp you? How will you find all the Heart Piece Containers in the vast world of Hyrule? Where will you turn when you need to find the nearest Fairy Fountain? As all successful gamers know, you look it up in the Official Player's Guide from Nintendo. Your Pak Watch staff, and all the game experts at Nintendo Power, have been burning the midnight oil to provide the most in-depth coverage you'll find anywhere. We've worked with Mr. Miyamoto and the Zelda team at EAD, plus the game testers here at Nintendo of America, to ensure that no stone goes unbombed and no plant goes uncut. We are so proud of this book that we couldn't help but let everyone know about it. The Legend of Zelda: Ocarina of Time Player's Guide from Nintendo will be available when you pick up your copy of the game.


THE OFFICIAL GUIDE FROM NINTENDO POWER
FOREWORD BY ZELDA CREATOR SHIGERU MIYAMOTO
THE LEGEND OF
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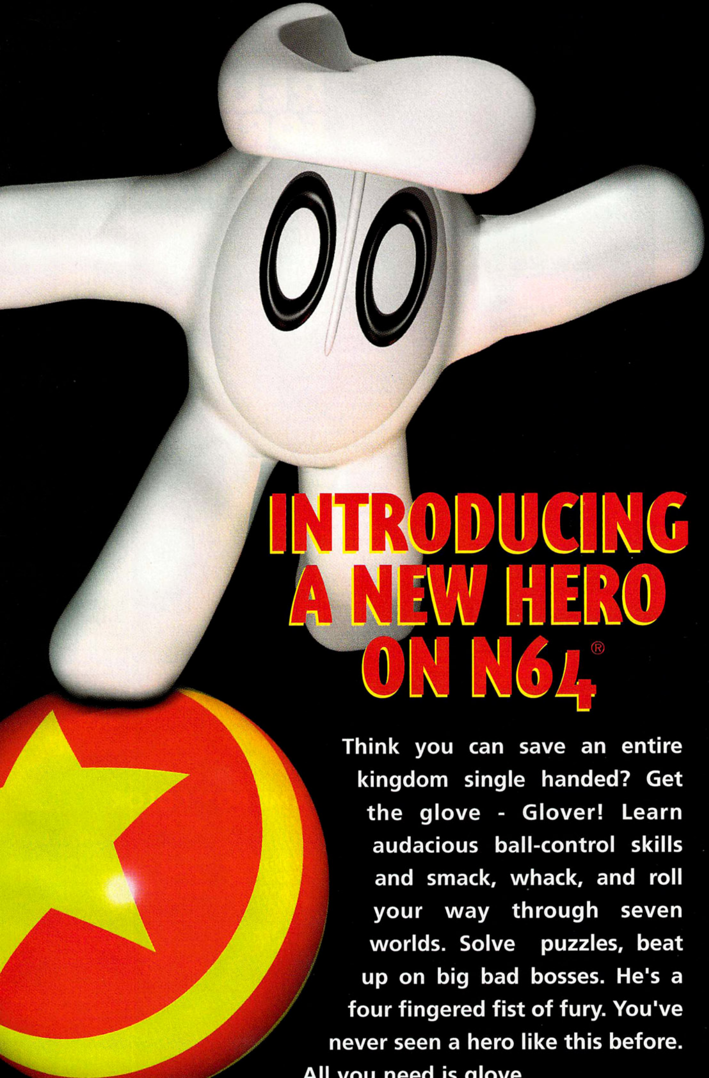
Nintendo
PLAYER'S GUIDE



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HEALTH
HEALTH
HEALTH
HEALTH

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GLOVER

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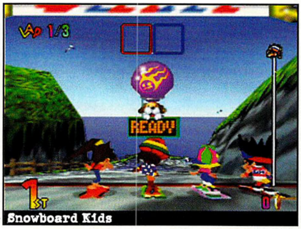
COMING SOON

The novel of Zelda

For players who want even more of the magic and mystery of The Legend of Zelda: Ocarina of Time, a novelization of the game from Sybex is due to be released around the time of the game's launch. The book will closely follow the story of the game as it explores the characters and legends of Hyrule in greater depth. Jason Rich, the author of the book, worked with Team Nintendo experts while researching the game. Jason has been reviewing video games for 13 years and is a regular columnist in Disney Adventures and Game Week, an industry publication. Jason and Sybex also hope to team up on a novelization of Pokémon for their next project.

The kids are back

Atlus has announced the return of Snowboard Kids 2 for release early in 1999. That means more craziness on the slopes with Slash, Wendy, Jam and Linda, not to mention a host of new characters, including a penguin and a snow hound. At the heart of the one-player challenge is a group of bad boss boarders and led by a cruel kid named Damien. The good guys can save Snowboard Land by winning races in 10 areas, including courses underwater and in outer space. You'll also find Speed, Stunt and Shoot courses to add to the variety of play choices. Unlike simulation snowboard games such as 1080° and Twisted Edge, Snowboard Kids obviously has nothing to do with reality. Even so, it has a lot to do with fun. The four-player mode has been improved over the first game, and the power-up items give SK2 a real Mario Kart flavor. Atlus has also included Rumble Pak support, multiple character costumes, a new stunt control interface, and 17 boards for catching big air.



Snowboard Kids

Rayman 2

Ubi Soft

Links Awakening DX

Nintendo

Castlevania

Konami

Battle Tanx

3DO

A Bug's Life

THQ

Charlie Blast's Territory

Kemco

RELEASE FORECAST

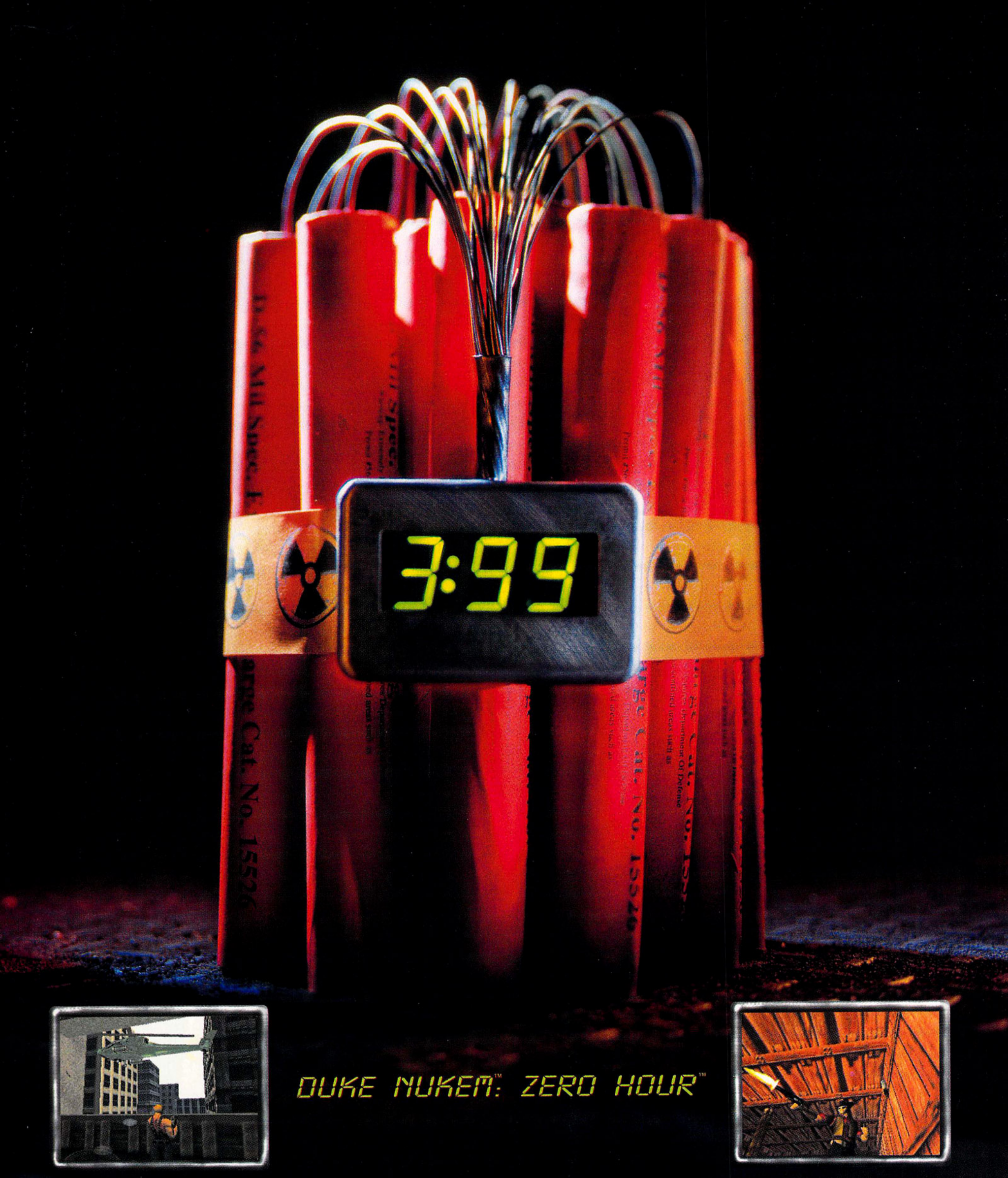
NINTENDO 64

AIR BOARDING USA	WINTER '99
BASS MASTERS CLASSIC	FUTURE
BOSS RALLY: WORLD TOUR	FUTURE
BUST-A-MOVE 3	FUTURE
CARMAGEDDON II	FUTURE
CASTLEVANIA	WINTER '99
CHARLIE BLAST'S TERRITORY	WINTER '99
EARTHBOUND 64	FUTURE
EARTHWORM JIM 3D	FUTURE
FIFA '99	FALL '98
HARRIER 2000	FUTURE
HYBRID HEAVEN	FUTURE
JET FORCE GEMINI	SPRING '99
JUNGLEBOTS	WINTER '99
LEGEND OF THE RIVER KING	FUTURE
LEGO RACERS	FUTURE
LODE RUNNER 64	WINTER '99
MICRO MACHINES V3	WINTER '99
NBA JAM '99	FALL '98
NHL BREAKAWAY '99	FALL '98
O.D.T.	WINTER '99
OGRE BATTLE 3	SPRING '99
PENNY RACERS	WINTER '99
PERFECT DARK	FUTURE
QUAKE II	WINTER '99
RAT ATTACK	FUTURE
RAYMAN 2	WINTER '99
ROADSTERS '98	WINTER '99
SHADOWGATE 64	WINTER '99
SHADOW MAN	SPRING '99
STARCRAFT	SUMMER '99
STARSHOT	WINTER '99
SUPERMAN	WINTER '99
SURVIVOR: DAY ONE	WINTER '99
TONIC TROUBLE	WINTER '99
TWELVE TALES: CONKER 64	FUTURE
VIGILANTE 8	WINTER '99
V-RALLY	WINTER '99
WILD METAL COUNTRY	FUTURE
WIN BACK	WINTER '99

GAME BOY COLOR

10 PIN ALLEY*	FALL '98
A BUG'S LIFE	FALL '98
ARCADE HITS: 720 DEGREES	WINTER '99
ARCADE HITS: DEFENDER/JOUST	WINTER '99
ARCADE HITS: SPY HUNTER/MOON PATROL	WINTER '99
BUGS BUNNY CRAZY CASTLE 3	WINTER '99
CARROT CRAZY	FALL '98
CENTIPEDE	FALL '98
CONKER'S POCKET TALES	WINTER '99
DÉJÀ VU 2*	FUTURE
ELMO'S ABCs	FALL '98
FROGGER	FALL '98
GEX	FALL '98
LAS VEGAS COOL HAND	FALL '98
MONTEZUMA'S RETURN	FALL '98
NBA JAM '99	FALL '98
PITFALL	FALL '98
POWER QUEST	FALL '98
RATS	FALL '98
RUG RATS*	FALL '98
SHADOWGATE CLASSIC	FALL '98
SOUTH PARK	WINTER '99
SPAWN	WINTER '99
TOP GEAR POCKET†	WINTER '99
TUROK 2	FALL '98
"TWOUBLE"	FALL '98
WARIO LAND II	WINTER '99
YODA STORIES*	FALL '98
ZELDA: LINK'S AWAKENING DX	FALL '98

* GAME BOY (B&W)
† GAME BOY COLOR ONLY



Coming soon

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BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 114 (Nov. '98): The Legend of Zelda: Ocarina of Time Strategy Review, Game Boy Color Special, Body Harvest, Glover, Buck Bumble, Rogue Squadron, S.C.A.R.S., NHL '99, Fighting Force, Wipeout 64, Extreme-G 2, Banjo-Kazooie Review Part 3, Superman Preview.

Volume 113 (Oct. '98): Turok 2, Silicon Valley, Twisted Edge, NFL Quarterback Club/Madden NFL '99, Bomberman Hero Part 3, WCW/nWo Revenge, European Development Special, Buck Bumble, Fighting Force, The Legend of Zelda: Ocarina of Time, Mulan, NASCAR '99.

Volume 112 (Sept. '98): F-Zero X, Gex 64, Bomberman Hero Part 2, Mission: Impossible, Cruis'n World, Blitz, Knife Edge, Deadly Arts, The Legend of Zelda: Ocarina of Time, Wipeout 64, NASCAR '99, WinBack.

Volume 111 (Aug. '98): Bomberman Hero Part 1, GT 64 Championship Edition, Waialae Country Club: True Golf Classics, F-1 World Grand Prix, Flying Dragon, ISS '98, WWF War Zone (GB), Turok 2 Preview, Gex 64 Preview, Special: Nintendo Power Online Update, Kobe Bryant in NBA Courtside Basketball Camp, Exclusive Interview with Miyamoto.

Volume 110 (July '98): WWF: War Zone, Banjo-Kazooie Review Part 2, Mortal Kombat 4, Chopper Attack, Harvest Moon (GB), Mission: Impossible, Mike Piazza's Strike Zone, Quest 64, Bust-A-Move 2, All-Star Baseball '99 (GB), F-Zero X Preview, Special: Nintendo Power Looks Back.

Volume 109 (June '98): Banjo-Kazooie, FIFA World Cup '98, Bio Freaks, All-Star Baseball '99, Forsaken 64, Offroad Challenge, Game Boy Camera, ISS Soccer (GB), Mortal Kombat 4, E3 '98 Report, World Grand Prix, Chopper Attack.

Volume 108 (May '98): Major League Baseball featuring Ken Griffey Jr., Banjo-Kazooie Preview, Pokémon Special, 1997 Nintendo Power Awards Results, Forsaken 64, Iggy's Reckin' Balls, Quake, Bomberman GB, Harvest Moon (GB), Brain Drain, Flying Dragon Preview, Offroad Challenge, Mickey Mouse Magic Wands!

Volume 107 (April '98): Kobe Bryant in NBA Courtside, Deadly Arts, Virtual Chess, Quake Review Part 2, 1080° Snowboarding, Wetrix, Mystical Ninja Starring Goemon (GB), Legend of the River King, MLB Featuring Ken Griffey Jr., N64 Player's Choice Games, Iggy's Reckin' Balls Preview, Game Boy Camera and Printer, Foolish April News Briefs.

Volume 106 (March '98): 1080° Snowboarding, Rampage, NHL Breakaway '98, Quake, Yoshi's Story Continued, NBA in the Zone '98, Wario Land II, Castlevania Legends, Bust-A-Move 2, Quest Preview, A First Look at Mission: Impossible, Nintendo Power Award Nominations.

Volume 105 (Feb. '98): WCW Vs. NWO: World Tour, Nagano Winter Olympics '98, Olympic Hockey Nagano'98, Yoshi's Story, Mystical Ninja Starring Goemon, Diddy Kong Racing Codes, Fighter's Destiny, AeroGauge, FIFA: The Road to the World Cup '98, James Bond 007, Maui Mallard in Cold Shadow (GB), Cruis'n World.

Volume 104 (Jan. '98): Yoshi's Story, WCW vs. NWO: World Tour, Snowboard Kids, Space World Report, Duke Nukem 64, Diddy Kong Racing, Jeopardy!, Fighter's Destiny, Turok: War of the Bionosaurs, The Fidgetts, The Lost World: Jurassic Park, Wetrix.

Volume 103 (Dec. '97): Diddy Kong Racing, Zelda 64: 100 Photos, Bomberman 64, Chameleon Twist, MK Mythologies, Wayne Gretzky 3-D Hockey '98, Automobili Lamborghini, Donkey Kong Land III: The Lost World, Wheel of Fortune.

Volume 102 (Nov. '97): Madden 64, NFL Quarterback Club '98, Diddy Kong Racing, San Francisco Rush, Duke Nukem 64, Clayfighter 63⅓, Top Gear Rally, Kirby's Dream Land 3, Donkey Kong Land III, Konami Close-Up, Diddy Kong Racing, Dual Heroes.

Volume 101 (Oct. '97): Extreme-G, Mischief Makers, Mace: The Dark Age, Legion X, Tetrisphere Strategies, AeroFighters Assault, F-1 Pole Position, Super NES Arkanoid, Super NES Space Invaders, Timon and Pumbaa, Tamagotchi, Donkey Kong Land III, Mortal Kombat I & II (GB).

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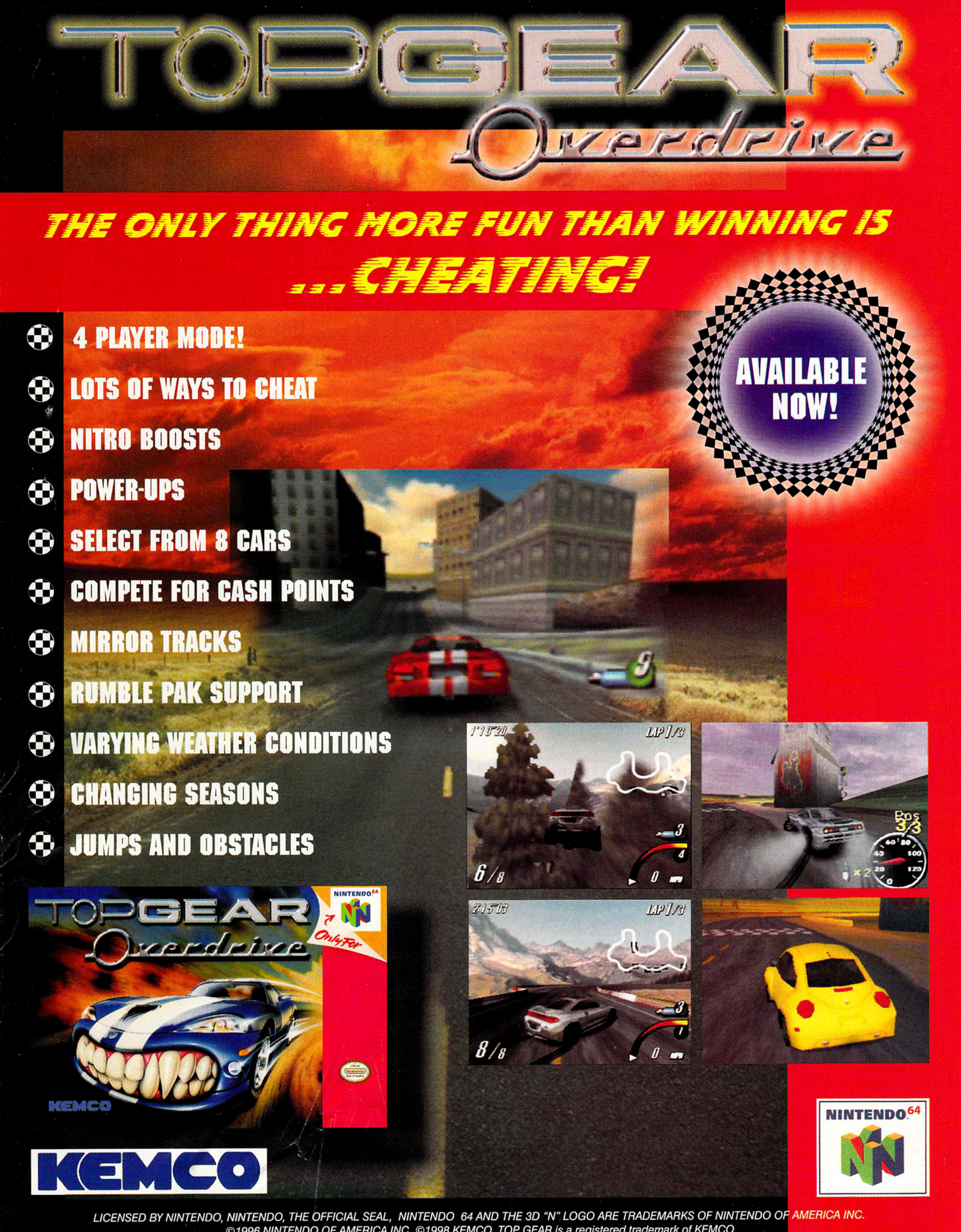

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NINTENDO 64

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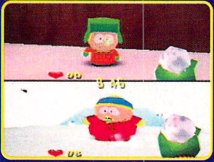
Coming Next Issue...

Volume 116, January 1999

Castlevania

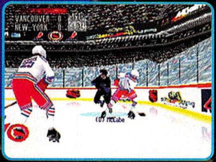
Halloween comes early in '99 with the latest update in Konami's chilling series. Bats, vampires and skeletons threaten the newest Belmont generation in this whip-crackin' action Pak. Children of the night (and day, for that matter), you'll want to sink your teeth into our in-depth coverage in Volume 116.

SOUTH PARK



Cartman and the gang are giving first-person shooters a makeover they'll never forget! South Park soon breezes into your N64 and we put down the Cheesy Poofs long enough to give you the full scoop in next month's issue.

NHL BREAKAWAY '99



The ice is alive with some furious puck-pounding in NHL Breakaway '99. We spent hours pressed against the glass to bring you the best coverage and help you score goal after goal in this intense hockey title.

BATTLETANX

If you hear a rumble when you pull back next month's cover, don't worry–it's just our review of 3DO's awesome tank trasher with the best multiplayer mode you've seen in ages.

LINK'S AWAKENING

Did Ted Turner get his mitts on Link's Awakening? Nope, it's the Game Boy Color version of the timeless classic and now it's equipped with a new dungeon. Look for it next issue!

N64

1. AeroFighters Assault
2. AeroGauge
3. All-Star Baseball '99
4. Automobili Lamborghini
5. Banjo-Kazooie
6. Battle Tanx
7. BioFreaks
8. Blast Corps
9. Blitz
10. Body Harvest
11. Bomberman Hero
12. Bomberman 64
13. Buck Bumble
14. Bust-A-Move 2
15. Chameleon Twist
16. Charlie Blast's Territory
17. Chopper Attack
18. Clay Fighter 63⅓
19. Cruis'n USA
20. Cruis'n World
21. Dark Rift
22. Deadly Arts
23. Diddy Kong Racing
24. Doom 64
25. Dual Heroes
26. Duke Nukem 3-D
27. Extreme-G
28. Extreme-G 2
29. F-1 Pole Position 64
30. F-1 World Grand Prix
31. F-Zero X
32. FIFA Road to World Cup '98
33. FIFA Soccer 64
34. Fighter's Destiny
35. Fighting Force 64
36. Flying Dragons
37. Forsaken
38. Fox Sports College Hoops '99
39. Gex 64: Enter the Gecko
40. Glover
41. Golden Nugget
42. GoldenEye 007
43. GT 64 Championship Edition
44. Hexen
45. Iggy's Reckin' Balls
46. International Superstar Soccer '98
47. International Superstar Soccer 64
48. Jeopardy!
49. Killer Instinct Gold
50. Knife Edge
51. Kobe Bryant in NBA Courtside
52. The Legend of Zelda: Ocarina of Time
53. Mace the Dark Age
54. Madden '99
55. Madden 64
56. Magical Tetris Challenge featuring Mickey
57. Mario Kart 64
58. Mike Piazza's StrikeZone
59. Milo's Astro Lanes
60. Mischief Makers
61. Mission: Impossible
62. MLB Featuring Ken Griffey Jr.
63. MLB Strike Zone '98
64. Mortal Kombat 4
65. Mortal Kombat Mythologies: Sub-Zero
66. Mortal Kombat Trilogy
67. Multi Racing Championship
68. Mystical Ninja Starring Goemon
69. Nagano Winter Olympics '98
70. NASCAR '99
71. NBA Hangtime
72. NBA in the Zone '98
73. NBA Live '99
74. NFL Quarterback Club '98
75. NFL Quarterback Club '99
76. NHL Breakaway '98
77. NHL '99
78. NHLPA and NHL Present Gretzky's 3-D Hockey '98
79. Off-road Challenge
80. Olympic Hockey Nagano '98
81. PilotWings 64
82. Quake
83. Quest 64
84. Rampage World Tour
85. Robotron 64
86. Rush 2
87. San Francisco Rush: Extreme Racing
88. Snowboard Kids
89. Space Station Silicon Valley
90. Star Fox 64
91. Star Soldier: Vanishing Earth
92. Star Wars: Rogue Squadron
93. Star Wars: Shadows of the Empire
94. Super Mario 64
95. 1080° Snowboarding
96. Tetrisphere
97. Top Gear Overdrive
98. Top Gear Rally
99. Turok: Dinosaur Hunter
100. Turok 2: Seeds of Evil
101. Twisted Edge Snowboarding
102. Virtual Chess 64
103. Virtual Pool 64
104. Waialae Country Club: True Golf Classics
105. War Gods
106. Wave Race 64
107. Wayne Gretzky's 3-D Hockey
108. WCW/nWo Revenge
109. WCW Vs. nWo: World Tour
110. Wetrix
111. Wheel of Fortune
112. Wipeout 64
113. World Cup '98
114. WWF: War Zone
115. Yoshi's Story

Super NES

116. The Adventures of Batman & Robin
117. Animaniacs
118. Arcade's Greatest Hits: The Atari Collection 1
119. Bass Masters Classic Pro Edition
120. Breath of Fire II
121. Brunswick's World Tournament of Champions
122. Bust-A-Move
123. Castlevania Dracula X
124. Chrono Trigger
125. Dirt Trax FX
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128. Donkey Kong Country 2
129. Donkey Kong Country 3
130. Doom
131. EarthBound
132. Earthworm Jim
133. Earthworm Jim 2
134. FIFA Soccer '97
135. Final Fantasy II
136. Final Fantasy III
137. Frogger
138. Harvest Moon
139. Illusion of Gaia
140. Ken Griffey Jr.'s Winning Run
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142. Kirby Super Star
143. Kirby's Dream Course
144. Kirby's Dream Land III
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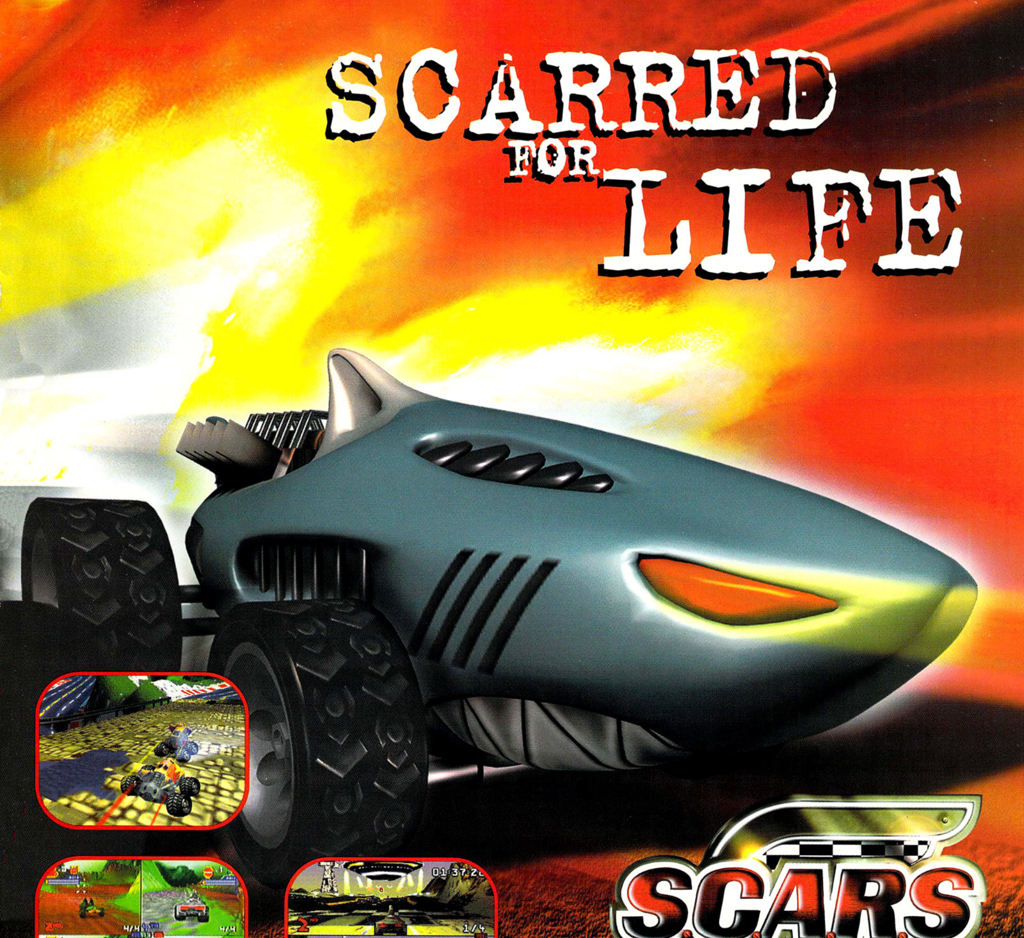
147. Lufia II
148. Madden NFL '98
149. Mario Paint
150. Mega Man X
151. Mega Man X2
152. Mega Man X3
153. Mortal Kombat 3
154. NBA Hangtime
155. NBA Jam
156. NBA Live '98
157. NFL Quarterback Club '96
158. NHL '98
159. Ogre Battle
160. Secret of Evermore
161. Secret of Mana
162. SimCity
163. Star Fox
164. Street Fighter Alpha 2
165. Street Fighter II Turbo
166. Super Mario All-Stars
167. Super Mario Kart
168. Super Mario RPG
169. Super Mario World 2: Yoshi's Island
170. Super Metroid
171. Super Punch-Out!!
172. Super Star Wars
173. Tetris Attack
174. WWF Raw
175. WWF Wrestlemania: The Arcade Game
176. X-Men: Mutant Apocalypse

Game Boy

177. Adventure Island
178. Black Bass Lure Fishing
179. Blitz
180. Bomberman GB
181. Bomberman Pocket
182. Brain Buster
183. The Bugs Bunny Crazy Castle 3
184. Bust-A-Move 2
185. Carrot Crazy
186. Castlevania Adventure
187. Castlevania Legends
188. College Slam
189. Contra: The Alien Wars
190. Donkey Kong Land
191. Donkey Kong Land 2: Diddy's Kong Quest
192. Donkey Kong Land 3
193. Donkey Kong '94
194. Dr. Mario
195. Earthworm Jim
196. FIFA Road to World Cup '98
197. Final Fantasy Adventure
198. Final Fantasy Legend
199. Final Fantasy Legend II
200. Final Fantasy Legend III
201. Game & Watch Gallery
202. Game & Watch Gallery 2
203. Gex 3-D
204. Harvest Moon
205. International Superstar Soccer '98
206. James Bond 007
207. Jimmy Connors Tennis
208. Jurassic Park 2
209. Ken Griffey Jr. Presents: MLB
210. Killer Instinct
211. Kirby's Block Ball
212. Kirby's Dream Land
213. Kirby's Dream Land 2
214. Kirby's Pinball Land
215. Legend of the River King GB
216. The Legend of Zelda: Link's Awakening
217. The Lost World: Jurassic Park
218. Maui Mallard in Dark Shadow
219. Mega Man
220. Mega Man V
221. Men in Black
222. Metroid II: Return of Samus
223. Mickey Mouse: Magic Wand
224. Mole Mania
225. Montezuma's Return
226. Mortal Kombat/Mortal Kombat II
227. Mortal Kombat 4
228. Ms. Pac-Man
229. Mulan
230. Mystical Ninja Starring Goemon
231. NBA Jam
232. Pac-Man
233. Pitfall 3-D
234. Pocket Bomberman
235. Pokémon
236. Quest for Camelot
237. Ring Rage
238. Shadowgate Classics
239. Small Soldiers
240. South Park
241. Super Mario Land
242. Super Mario Land 2: 6 Golden Coins
243. Super Return of the Jedi
244. Superman
245. Tamagotchi
246. Tetris
247. Tetris Attack
248. Tetris DX
249. Tetris Plus
250. Turok: Battle of the Bionosaurs
251. Turok 2
252. Twouble
253. Wario Land: Super Mario Land 3
254. Wario Land II
255. WWF Raw

Upcoming Releases & Other Picks

256. A Bug's Life (Game Boy)
257. Addams Family Pinball (N64)
258. Air Boarder USA (N64)
259. Andretti Racing (N64)
260. Arcade Hits: Defender/Joust (Game Boy)
261. Arcade Hits: 720 Degrees (Game Boy)
262. Arcade Hits: Spy Hunter/Moon Patrol (GB)
263. Bass Masters Classic (N64)
264. Boss Rally World Tour (N64)
265. Caesar's Palace (N64)
266. Carmageddon II: Carpocalypse Now (N64)
267. Castlevania (N64)
268. Centipede (Game Boy)
269. Command & Conquer (N64)
270. Conker's Pocket Tales (Game Boy)
271. Déjà Vu 2 (Game Boy)
272. Dragon Storm (N64)
273. EarthBound 64 (N64)
274. Earthworm Jim 3-D (N64)
275. Elmo's ABCs (Game Boy)
276. FIFA '99 (N64)
277. Frogger (Game Boy)
278. Game Boy Camera & Printer
279. Game Boy Color
280. Harrier 2000 (N64)
281. Harvest Moon (N64)
282. Hexcite (Game Boy)
283. Hybrid Heaven (N64)
284. Hype: The Time Quest (N64)
285. Jet Force Gemini (N64)
286. Junglebots (N64)
287. Las Vegas Cool Hand (Game Boy)
288. LastLegion UX (N64)
289. Legend of the River King 64 (N64)
290. Lego Racers (N64)
291. Link's Awakening DX (Game Boy)
292. Lode Runner 64 (N64)
293. Looney Tunes Racing (N64)
294. Mario Paint 64 (N64)
295. Micro Machines V3 (N64)
296. MLBPA Bottom of the 9th (N64)
297. Monaco Grand Prix Racing Simulation 2 (N64)
298. NBA FastBreak (N64)
299. NBA In the Zone (Game Boy)
300. NBA Jam '99 (Game Boy)
301. NBA Jam '99 (N64)
302. Need for Speed (N64)
303. NHL Blades of Steel (Game Boy)
304. NHL Breakaway '99 (N64)
305. Nightmare Creatures (N64)
306. Nintendo 64 Disk Drive
307. Nuclear Strike (N64)
308. O.D.T. (N64)
309. Ogre Battle 3 (N64)
310. Penny Racers (N64)
311. Perfect Dark (N64)
312. Pocket Pikachu
313. Pokémon Stadium (N64)
314. Power Battle (Game Boy)
315. Power Quest (Game Boy)
316. Quake II (N64)
317. Rat Attack (N64)
318. Rats (Game Boy)
319. Rayman 2 (N64)
320. Re-Volt (N64)
321. Rev Limit (N64)
322. Road Rash (N64)
323. Robotech: Crystal Dreams (N64)
324. Rugrats (N64)
325. San Francisco Rush (Game Boy)
326. S.C.A.R.S. (N64)
327. Shadow Man (N64)
328. Shadowgate (N64)
329. SimCity (N64)
330. SimCopter (N64)
331. Smurfs (N64)
332. South Park (N64)
333. Space Circus (N64)
334. Spawn (Game Boy)
335. Starcraft (N64)
336. Super Breakout (Game Boy)
337. Super Light Boy
338. Super Mario RPG 2 (N64)
339. Super Mario 64 2 (N64)
340. Superman (N64)
341. Survivor: Day 1 (N64)
342. Tamagotchi (N64)
343. Titus Jr. (Game Boy)
344. Tonic Trouble (N64)
345. Top Gear Pocket (Game Boy)
346. Twelve Tales: Conker 64 (N64)
347. Ultra Descent (N64)
348. Ultra Soccer (N64)
349. Unreal (N64)
350. Vigilante 8 (N64)
351. VRally (Game Boy)
352. WCW Nitro (N64)
353. Wild Metal Country (N64)
354. WinBack (N64)
355. WWF (Game Boy)
356. Yoda's Story (Game Boy)



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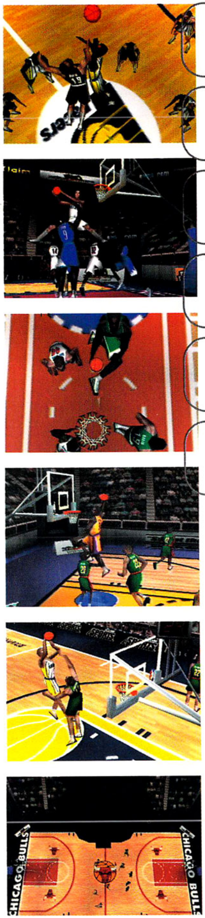

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Player's Poll—Volume 115

Tis the season to be jolly. To make spirits bright, we're giving away prizes in our Player's Poll Contest. Fill out this card, send it in, and you just might win!

Which systems do you own?
☐ N64 ☐ Super NES ☐ Game Boy ☐ PC

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Check out the list on page 146, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

B. Super NES 1.____ 2.____ 3.____ 4.____ 5.____

C. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____

D. Which five products or games are your "Most Wanted?"
1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex
1. Male 2. Female

G. How many N64 Controller Paks do you own?
1. 1 2. 2 3. 3 4. 4 or more 5. none

H. Do you prefer games that require Controller Paks to save data?
1. Yes 2. No, I prefer games that have built-in save files.
3. I prefer games that have both save files and Controller Pak compatibility.

I. How many save files would you like games to have?
1. 1 2. 2 3. 3 4. 4 or more

J. What do you like most about the Controller Pak?
1. I don't have to worry about running out of built-in save files.
2. It makes it harder for someone to accidentally erase my game.
3. I can trade and download data onto other N64s.
4. It works with the Blitz '99 arcade machine.

K. Do you own or plan on buying an N64 Memory Expansion Pak?
1. Yes 2. No

L. What game enhancements would make you want a Memory Expansion Pak?
1. Hi-Res Graphics 2. Increased Frame Rate 3. Better Sound

M. Which of the following is highest on your holiday wish list?
1. Game systems 2. Nintendo Player's Guides 3. Nintendo Power
4. Super Power Supplies 5. Games

Trivia Question: Which game reviewed this month is based on the Star Wars series?
Answer:____________________

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